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# INQUEST

Number 15  
JULY 1996

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### ON THE COVER:

Fulgore vs. Gladius from Topps' new Killer Instinct CCG. Check out our Killer Instinct game review on page 46.





6-8 in America...the Rising Sun hits card games  
July 1996 Pioneer presents the first, and only, anime card game  
-ACTING SCREEN ART from "Bubble Gum Crisis", "Rescue 101", "Tactical Kyojo"  
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-Ready to play out of the box!  
-Look for rare cards in anime shops from Pioneer, AnimeGigo and U.S.A.

# Beware: Gamers

When I got started with this whole InQuest gig some 10 months ago, I knew very little about collectible card games. And as time rolled on, I realized that I knew even less about the people who play them.

While I've learned a thing or two about the games—y'know, things like being able to decipher the difference between Wyvern and Middle-earth and how to use a giant Magic Chaos Orb card to my advantage—I still can't figure out those gamers.

There oughta be some sort of an investigation here. Some of these people cannot possibly be from this planet. They should be locked up for good. Some of them seem downright dangerous, and the last thing I need is my life jeopardized by a freak attacking me because of a dispute over an icy Manipulator card.

So I've put together the following list of the Top 10 most baffling CCG-related things I've witnessed during my time here at InQuest:

10. A pimple-faced, pudgy teenager running around a retail store's parking lot, wearing nothing but Heresy cards to cover his privates, yelling "I am the king of Spain!" at the top of his lungs.

9. A beat-up old van, looking much like the Mystery Machine from "Scooby-Doo," barreling past me on the highway with a sign on the back that read "Wyvern or Bust."

8. A skinny old man from Lima, Peru, vehemently insisting that he was Crenshaw the Mortificator from the Doomtrooper card set.

7. A psychotic mother, who looked like the Chaos Orb from the neck up, standing in a remote corner of a Shop-Rite, mercilessly taunting her infant child with a Shivan Dragon card.

6. Hybonan Gates.

5. Price Guide Director Stephen Shamus lying in a bowl of his own urine.

4. A hefty 12-year-old trying desperately to exchange his Marvel Over-Power cards for a chocolate dip cone at the local Dairy Queen.

3. A father who named his first-born "Jihad" (hey, it could've been a lot worse—he could've been a Blood Wars fan).

2. Baron Singir finally throwing a portly midget clear across the room at a local pool hall.

1. A sizable middle-aged man at the local 7-11 eating a Guardians card. "I thought it was a beef jerky," he said.

Are there rational explanations for these actions? Do you gamers out there consider this type of behavior "normal"? I am begging you to please contact me and fill me in on this life of yours. I demand an explanation.

But as baffled as I am by these and other actions (I had to keep this list to a PG-13 rating, y'know), you gamers seem like swell guys and gals. Kinda makes me feel bad about rounding up some buddies to pants the college D&D club before chasing the members around campus while smacking them with lacrosse sticks...

Don't take any wooden nickels,

*Scott Gramling*

Scott Gramling  
Managing Editor

**SCORE:**  
**Scott 2, Gamers 0**



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*—The Lord of the Rings*

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# DARK AGE

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Tim Bradstreet

Bron

Dave Downian

Pat Hale

Bob Eggleston

Henry Higginbotham (scriptures)

John Zelen's



# INQUISITION

## Letters to the Editors

### GUESS WHO'S READING YOUR MAIL

Okay, listen up. This is Rick Swan talking, the new overseer of "Inquisition." Yep, I've been pushed—er, promoted—from the back of the mag to the front (but I'll still be yakkin' at you on the last page, same as always). From here on out, I'm the guy who'll be sifting through your scrawls, picking out the cream of the crop to share with the drooling multitudes. But, of course, I can't print 'em if you don't write 'em! Matter of fact, right now I'm perched on the roof, binoculars in hand, looking for the mail truck.

So whadda ya think? Will CCGs be the death of roleplaying? Is *Magic: The Gathering* getting too big for its own good? Is Richard Garfield a special effect whipped up by Industrial Light and Magic? Well, how the heck would I know? Wrap your tentacle around a pencil and fill me in. While you're at it, tell me what you thought of this ish. What tickled your fancy? What made you see red?

And speaking of seeing red...



#### RPGs R.I.P.?

I am quite sick of the people who claim that *Magic* and other card games like it have killed roleplaying. The only way roleplaying will die is if you, the roleplayer, let it die. If all of you decide to stop playing your *Dungeons & Dragons* and games like that, roleplaying will die. And not because of us, but because of you. We are not your scapegoats for the diminishing interest in roleplaying and the increasing interest in card games. Keep your afternoon-long, very boring, backpack-filling roleplaying games. I believe I'll stick to my pocket-sized deck of *Magic* cards. And please don't knock me for it. After all, how can you criticize someone for playing a game that is fun for him?

LiveEv  
Cyberspace

*Once and for all, card games and roleplaying games aren't in competition. Did Trivial Pursuit kill Monopoly? Did miniature golf kill field hockey? Did video games kill pinball machines? (Er, scratch that last example.)*

#### Why We Can't Get Dates, Part One

I am a woman, and I believe that the all-too-large-breasted females in your magazine are quite offensive (particularly in the advertisements). Why aren't there men like that in there?

Arkangel16  
Cyberspace

*Good question. If you're a large-breasted man, please get in touch with us immediately.*



#### Why We Can't Get Dates, Part Two

I don't play *Magic*, or any other stupid card game for that matter, but my brother does. I read the "Inquisition" part of your mag because the letters (and answers) written by nerds, freaks, quacks, psychos and otherwise mentally unbalanced people are funny. But I have a big problem with your mag. It's full of pictures of half-naked women which I find extremely demeaning.

Will you stop with the nasty pictures already?!!

And I don't want a cute little answer. I want you to stop printing these offensive pictures.

Gen Flieger  
Lakewood, OH

*I think I love you.*

#### Orb Bix

You might be interested to know that the issue with the oversized Chaos Orb in it (*InQuest* #12) disappeared from the shelves of my local comic book store before I even saw it. The story I heard was that two men came in and bought all the copies earlier that day. I'd been waiting for it since I saw the announcement several months ago. Steve Jahner at Capital City Comics and Books in Lansing was nice enough to call his distributor, find out that they were out of it (so he couldn't reorder), and call around to three stores in the area. He managed to locate one copy.

If I remember right, the tournament rules only require that cards have "identical card-back design." The rules don't say anything about a size difference. Does this mean the oversized Chaos Orb is tournament legal?

Kenneth M. Kawamura  
E. Lansing, MI

*Hint: Would a Chaos Orb the size of a TV Guide be allowed in a tournament? I'd say that'd be about as likely as an Orb growing wings and flying around the room. Tell you what, try it out on your next journey and let us know what happens.*

#### End of the World Imminent

Yes, that's right, there's a crisis in the making for the CCG industry. What is it, you ask? Well, game designers are going to run out of synonyms for "tap." So far there are six different ways to tap a card, namely: tap (*Magic: The Gathering*), *lyhad*, crank (*On the Edge*), drain (*Ultimate Combat*), open (*Flavor Kingdom Come*), turn (*Shadowlist*) and



engage (Galactic Empires).

My word processor lists only two other options: employ and draw upon, which both kind of suck. I suggest that InQuest run a contest asking for the best synonym for "tap," and the winner would get a copy of every card that has an existing rip-off synonym printed somewhere in its text box.

Colin Byrum  
Dayton, OH

We'll take your contest idea under advisement (but don't hold your breath). Meanwhile, here are some more options: *hewen, disgorge, expectorate and post.*

### Chaos Clarified

Every day at lunch we play. There's usually a game or two of Magic going on, with *Star Trek* at the end, a good portion of the table taking up a Middle-earth: The Wizards duel, and some trading on the floor. Kids walk by and laugh at us, and we throw apples. (You'd be surprised how good our aim has become over the past year.)

So when we read the "Ultimate Chaos" article (InQuest #12), we were just like, "We really have to do this." So we did. And it sucked. Really, really sucked. For something that seemed so simple, it was really hard. This led us to the conclusion that we were doing something wrong.

So could you please explain how to play Ultimate Chaos in a little more depth? I mean, if my friend is playing *Blood Wars* and I'm doing Middle-earth and I attack him with an Orc Patrol, what happens?

Lionel Graybill  
Phoenix, AZ

Well, you might consider cloddering him with an apple.

### Just Wondering

I've been wondering about something. What will happen when Magic cards go out, and are they going out? Me and my friends really like to play, but we're going to lose a lot of money if they go out.

Jacob Whalen and John Selickman  
Cyberspace

Oh, go out where?

### Sticky Fingers

I have a question regarding my copy of InQuest #11. I had just picked up this mag and some cards at a store in my town. When I got home and tried to open up the mag, I couldn't, because the pages were glued together by some sort of white liquid. I am just wondering what it is that have the pages stuck together.

Kevin Null  
Tower City, PA

*Nobbit me! It won't happen again.*

### Deafus Alert

Whoever wrote the article on the 10 most-desirable Middle-earth: The Wizards cards ("Lore of the Rings," InQuest #12) is a complete doofus! They got all the good cards right but really messed up on the worst card. They said the Anduin River is the most worthless card in the set. Granted, it's not The One Ring, but it's not useless.

Okay, here is what I want you to do. Pick up the Anorien region card. Go ahead, pick it up. Does it say at the bottom that you can move from Anorien to Dagorlad? No! Do you know why? Because there is a very large geographical boundary called the Anduin River. Do you make the connection?

Don't take any of this the wrong way, because I do love the magazine. Somebody just goofed. It's okay. It happens.

Teddy  
Cyberspace

*Like anybody would wanna go from Anorien to Dagorlad in the first place. But, yeah, yeah, we get the point.*



### Note from the Vatican

May your descendants be as numerous as the stars in the sky and as many as the sands on the Earth. May they be blessed, yes, even unto the tenth generation. May your names never fall by the wayside. For

truly you are great.  
Patrick Holloway  
Cyberspace

*Yes, and you oughta see us pick our teeth with our toes.*

### Wollet Killer

I've played Magic for more than a year now and was glad when the store I work at began carrying InQuest. Besides being an entertaining read (I put it ahead of Time), it gave me a chance to see how a deck could be built beyond my typical Weenie World.

But most of your articles seemed to assume that every player had four copies of every rare card in existence. Maybe you should list how much it would cost to build one of your killer decks. I'd rather make my monthly mortgage payment, thank you.

My hopes went up when I saw Jeff Hannes' "Killer Instinct: How to Build a Killer Deck in Nine Easy Steps" (InQuest #11). When he asked, "What's the best way to make a killer deck if you don't already own four of every Magic card?" I thought, "Finally! An article that hits me right where I live—namely, my wallet." But not Hannes describes his easy deck as containing four Jolokhaugs, four Etrhnam Djima, four Black Vises and a fistful of other rare/uncommon cards. His solution, if you don't already own four of every card, is to go out and buy them??

Rob Buchler  
Alma, MI

*Hey, we feel your pain. But even if you're on a budget, the fundamentals of killer decks still apply, namely (1) choose (and stick with) a theme, (2) stay close to the 60-card minimum, (3) try to include four-card sets of your strongest stuff, and (4) concentrate on preventing damage and gaining life. It's sad but true. Any killer deck, even the simplest, requires time, effort and, yes, money. This is war, pal. You can't go up against a baroque with a pea shooter.*

### Couch Potato Dept.

When they say, "Tap the Rockies" in those Coors Lite commercials, are they talking about tapping their snow-covered mountains to add red mana to their mana pool?

Gman23464  
Cyberspace

*Turn off the damn TV.*

## P E N P A L S

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you're got one), age, gender and three favorite games to [InQuestMag@aol.com](mailto:InQuestMag@aol.com) or mail it to us at: 146 Penn Plaz, c/o Address, 135 Wells Ave., Cansers, NY 13928. Make a friend!



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## Suggestion Box

1. Could you include a Top 10 list of weird-looking cards from different CCGs?
2. Could you include poster-sized inserts of Magic card pictures?
3. Could you have Boris Vallejo do some covers?
4. Could you include a list of all CCGs out there that are worth knowing about?
5. Could you tell Rick Swan that I like mozzarella, jack and ricotta, in that order too?
6. Could you please tell us about any new campaigns coming out for AD&D or about any new roleplaying games in general?

Ben Jacobs  
Springfield, MA

1. We've never seen a weird-looking card.
2. Probably not.
3. Maybe.
4. They're all worth knowing about. Except maybe one, or two.
5. He's changed his mind. Now he likes cottage, cheddar and goat.
6. If enough of you want it, there's no telling what we'll do.



## Letter to Sento

I started playing Magic just after the Ice Age and Fourth Edition expansions came out. I missed a lot of good cards and expansions that are nearly impossible to find or afford now. I was wondering if you could send me a few Jazam Djinns, one Chaos Orb and some Sinkholes. (I'm working on a land destruction deck.)

G. Forbes  
Majmamed, MN

Oh, sure. And while we're at it, we'll send you Richard Garfield's home phone number, a semi-full of M&Ms, and the keys to the office. Shensh.

## Music Appreciation

I agree with those people who are

against Magic tournaments offering such huge monetary prizes. Magic is still a game that should be played for fun. Later, when it has established a firm base and reputation, it may be worth to play for higher stakes. But this kind of large monetary remuneration reeks of insecurity, as if the Duelists' Convocation and Wizards of the Coast somehow have to make Magic "respectable" by offering a bloated reward. I feel that this behavior will only encourage cheating, greed and humanness on the part of cutthroat players who are out for one thing: the almighty dollar.

In reply to Nathan Hunter, who wrote that the only music he and his friends could think of playing was metal and alternative ("InQuestion," InQuest #12): Get an education! Yes, if you are playing Cyberpunk or On the Edge, your music is indeed appropriate. But for Magic (and many other CCGs), you need to listen to InQuest's advice and go further. What could be a more perfect compliment to Magic than Wagner's Ring cycle, from whence Tolkien's own mythos was partly derived? Put in "Das Rheingold" and press play; it is, after all, the "heavy metal" of opera! How can you pass up "The Ride of the Valkyries" or "Siegfried's Funeral March"? Follow that up with Orff's "Carmina Burana," any Sibelius symphony, any of Arvo Part's works, and add the most tremendous Dies Irae available (Berlioz's "Symphony Fantastique" and Verdi's "Requiem") and you'll never go back to metal. At least not for card games.

Charles Bortholomew  
New York, NY

Dies Irae... isn't that a White Zombie tune?

## Purpose of Life

Everyone I know is engaged in this horrible debate. Perhaps you can solve it for us. Is the object of Magic to kill your opponent or to have fun? We are at each other's throats about the whole thing.

Jim Chandler O'Neal  
Cleveland, MS

It depends. If you're winning, the object is to kill your opponent. If you're losing, the object is to have fun.

## Solitary Man

I'm a die-hard CCG collector. I collect

# The Name of the Game

True stories behind the names of game cards

## Magic: The Gathering—Fallen Empires

Conan's names: The Fallen Empires designers (Scott Elias, Dave Pelley and Jim Lin) chose Inlath for its similarity to "Inlath" or "Inlath," the latter is an actual type of fungus, and Sagaking comes from another type of fungus, sarcophagus. Howard derives from the latter name for the latter genus, Howard, while Howard (created by the Howard Spawning Bed), names from a mythical genus, Howard.

### Order of Lathia

Calderon use the Order of Lathia (backlighting colored pig) to create colored pictures. Fallen Empires designers, who won the top, decided to introduce "Lathia" into Magic.

### Ogg

playmaker and designer Chris Page consistently mispronounced "ogre" as "ogg," so the designers called on Ogg.

Thelonic Mark: Tribute to great jazz pianist/comp. Thelonius Monk (1917-62).

Vodun Knight/Soldier/Magic/War Machine: "Vode" is Russian for "water."

### Guardians

Hair de hobbies: "Scary story, Hair de hobbies" is a nickname given to co-designer Keith Parkerson's wife by his brother.

Seasonal Mirror: A tribute to Don Cornelius, host of the 1970s TV show "Soul Train."

Creek Inn: Ina Cong, Blackwater, Goldwater: These forces have names of actual bodies in England's Lake District.

Flyer the Flying Pig: A flying porker guided the career of Pink Floyd's 1977 Animals album, and has figured prominently in their concerts since. Scott Rosen, a playmaker and Pink Floyd fan, suggested the card name and flying ability.

Thanks go out this issue to FFG's Dave Gendler and Keith Parkerson.

Over look at a card, scratch your head (or forehead) and ask yourself, "Why, I wonder, where they got that name from?" Then note down the name of the card, the game it comes from, your full name, and your mailing address and send it to:

The Name of the Game  
c/o InQuest  
151 Wells Ave.  
Congers, NY 10920  
e-mail: InQuestmag@aol.com



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# MAGIC: The Creations

Thalids who resembled the best Magic card this month was a *Chorus Ash Magic* card signed by Richard Thompson and three different fantasy artists (Magic packs). (The other guy just got some poster of whatever was out there at this month.)

## GRAND PRIZE WINNER

### SERRA

Steven Madson, Toronto, Ontario, Canada



## ELK-IN BOTTLE

Nyan Kaito, Fukuoka, NJ



To really send an original Magic card no bigger than 2-1/2 by 3-1/2 and equate it to an existing Magic card and just give us now art and stuff if you want to.

## Magic: The Creations

c/o InQuest

151 Wells Ave.

Congers, NY 10920

## CONTEST WINNERS

Alex Reed of Kent, Wash., won AD #11's "Win a Suit with Chiller" contest, taking home a complete set of Mythos cards, the Call of Cthulhu rolebook, a Montecore University T-shirt and a bunch of other little stuff.

Jordan Hume of West Nyack, N.Y., is top dancer from AD #11's "Must Your Dancer" contest, taking home a original Ed Boud Jr. painting and a whole mess of other Kevin Dunne stuff.

100

*Magic, OverPower and Mortal Kombat* cards. It's not that I can't find any cards to buy, but I can't find anyone to play with. I know people in my town play. I've seen them around school playing during break.

It's not that I'm trying to sound like a whiner, but I'm just getting bored sitting around with no one to play with.

Dan Tunsteth

Mayville, ND

How well a ser. You see people at school playing, yet you say you have no one to play with? What are you waiting for? Introduce yourself! And if they don't treat you nice, let us know, and we'll come over and beat them senseless.

## Indigestion, Part One

I was reading InQuest #8 or #10 or something, and I came across a letter from some irate gamer saying how she collected like 12 games, and she only played four of them. None were Magic. Also, she said too much of your magazine was based around Magic.

First off, what kind of gamer doesn't play Magic? It is THE game. Sure, I've played plenty of other games, and they were pretty good. However, Magic will always reign as High Diner.

Second, if you only play 1/3 of the games you collect, you suck! Ever heard of an idea called "having fun"?

Third, how dare you mock the great InQuest? I'll admit that when I picked up #3 (I have been a faithful reader ever since), all I played was Jyhad. Now, thanks to this mag, I play several more games, especially Magic.

This upsets me too much.

Nathan Hermez

Cyberspace

Easy, Nathan. Try some *Pepto Bismol*.

## Indigestion, Part Two

My friend and I have a strict Magic diet. We start off in the morning with a few Dingus Eggs. As we work our way into brunch, we much on that big Merfolk hoagie we keep in the freezer. For lunch, we have some Spitting Slugs, but we usually spit them out, they taste like crap! When we are thirsty, we guzzle down Alabaster Potions. Later for dinner, we like a feast of Unicorn cooked medium-rare. It is usually a Pearled Unicorn, but if we're in a spicy mood, we devour Adarkar Unicorns. Our absolute favorite is Thalid Stew. If anyone wants to know how to cook it, here is the recipe:

Four Thalids

Four Thorn Thalids

Four Thalid Devourers

Three cups of hot water

Add the ingredients one at a time to the hot water. (It helps if you tear them up first.) Stir and eat. For all you guys that like a little

bit of a kick, add a couple of Chub Toads or a Leaping Lizard.

Mike Pettengill and Dietz Shaffer  
Epping, NH

Hey, Nathan... pass that *Pepto*, would ya?

## Coincidence or Conspiracy?

I am collecting *Homelands*, and I almost have the whole set. But one night I found out some startling news. Only white legends have white copyright dates on them, but other white cards have black copyright dates. Please find out why Wizards of the Coast is doing this.

Roy Villavicencia

South San Francisco, CA

Presumably, it's an aesthetic decision to make the cards look nice and pretty. Or maybe it's a plan to drive guys like you insane.

That's it, boys and girls. Don't forget: Arrange the alphabet into words, form the words into sentences and send us the results. See you next time!

Our Month, Award-based Rick Swan has designed and edited nearly 50 gaming products, is the author of *The Complete Guide to Roleplaying Games* (St. Martin's Press) and can eat his weight in *Howler Monkeys*.

## WIN THE MOXES!

The first annual InQuest costume contest is underway and all you have to do to win is dress up like your favorite fantasy/sf/fc/whatever character, snap a photo and mail it to us. Doesn't matter if you wanna be a Magic character, *SDS* character, *Beamer* guy, somebody out of a novel/movie, we don't care.

There are some rules though:

1) The costume shall not be homemade, but you can buy store bought items to enhance it. (For instance, you can dress up like a Serra Angel and use a regular shirt for a toga.)

2) Have someone photograph you in your costume in multiple poses/settings. (Photos will NOT be accepted if: attach your name, address, phone number, the name of the character and where his/her's from on the back of each photo. (Don't write on the photo!), and mail the whole thing off to:

IQ Costume Contest

151 Wells Ave.

Congers, NY 10920

And as we said, the Grand Prize Winner takes home a set of Moxes. But keep in mind that if you don't get us your photos by July 22, 1996, you don't get bought.

Send your letters to  
InQuestMag@aol.com or

## INQUISITION

151 Wells Ave.

Congers, NY 10920

Include your full name, mailing address and phone number in all letters. Some letters may be edited for space.



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Illustration by Lee Gibbons

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# WotC LAUNCHES NATIONWIDE MAGIC LEAGUE

**W**izards of the Coast is launching a new program for its hit collectible card game, *Magic: The Gathering*. Beginning in August 1996, participating retailers in selected cities will offer in-store league play, organized and administered by the Renton (Wash.)-based company.

Rob Voce, director of strategic projects in WotC's Events Division, believes that Arena is an "unprecedented" event in the gaming industry. "Players [in Arena] will have a national ranking system, standardized formats of play across the system, and eventually throughout the world, and unique extremely cool prizes and giveaways only offered to players participating in Arena."

Upon joining Arena players will get one of five basic lands, each illustrated with a detail from one large painting by Alliance artist Tony Roberts. Top league finishers will receive a Disenchant or Fireball with new art, while judges can earn pins and uncut card sheets.

Retailers, Voce said, can expect increased foot traffic and sales as well as improved communication with WotC. And WotC itself hopes to achieve closer contact with its customers "at the grassroots level," which should lead to a better product.

According to Voce, Arena is part of an attempt to position Magic as an "intellectual sport," similar to chess. So far, most of that attempt has targeted the high-level Magic player via championship tournaments and the Pro Tour. In contrast, Voce likens Arena to "the playground of Magic," allowing players to "work [their] way up through the system," with exceptional players qualifying for the Magic Pro Tour through local tournaments associated with Arena.

WotC President Peter Adkison envisions Arena as



ROB VOCE

eventually spreading worldwide. "Within 12 months, we expect Arena to be running in 30 or 40 cities... Within a couple years, it should be everywhere, fully automated, instant feedback, worldwide." He also notes that Arena need not be limited to Magic. "There's no reason we wouldn't do it for other games as well... We think Netrunner would work well in a league environment."

WotC is actively testing Arena in Seattle, Tacoma and Olympia, Wash.; league formats have included sealed deck, Type II and continuous draft. The response so far has been quite favorable, and WotC is considering the comments of players and retailers.

WotC recommends that interested players ask their local retailers about participating in Arena, contact WotC via e-mail at [league@wizards.com](mailto:league@wizards.com) or "surf" <http://www.wizards.com/Arena>. Retailers should call their merchant customer service number to request inclusion in the league.

■ Andy Collins

*Editor's note: When Andy Collins wrote this article, he was a volunteer for the Arena program. He has since become a full-time employee of Wizards of the Coast working on Arena.*

## WHAT'S AHEAD



Details on the new "Star Wars" trilogy. See page 14.



Hero is back with new Champions products. See page 14.



Learn how to use the new Arena movie, will star in the new movie, you say? See page 14.



NEW ARENA FIREBALL CARD ART FOR TOP LEAGUE FINISHERS

# Star Wars: A New Version

As George Lucas prepares to film the next installment in the legendary "Star Wars" series, Fox is planning to re-release the original trilogy to movie theaters, replete with brand new special effects and scenes that didn't make it into the original release.

Called "The Star Wars Trilogy Special Edition," the retooled movies will mark the 20th anniversary of "Star Wars" release.

The first of the retooled movies, "Star Wars: A New Hope," will hit the theaters in spring 1997, with new digital effects from Lucasfilm's Industrial Light and Magic studio and a new digital soundtrack using the THX sound system.

"The digital technology that ILM pioneered in films like 'Jurassic Park' and 'Forrest Gump' allows me to revise a few scenes, which bring the movie closer to my original vision," said George Lucas, creator of the "Star Wars" series.

Among those modified scenes are the Mos Eisley spaceport and the Tatooine desert, all of



which will be re-populated with aliens created entirely by digital technology. There will also be new vehicles and new droids.

Most important, however, is the scene in which Jabba the Hutt confronts Han Solo before the Millennium Falcon escapes from Tatooine. Lucas originally filmed it with Harrison Ford and a human stand-in for Jabba but could not complete it because he lacked the special effects technology at the time.

Now, however, Lucas has restored the scene, adding more than four minutes to the original movie, with a digitized Jabba the Hutt seamlessly overlaid onto the screen. While the original Jabba, which debuted in 1983's "Return of the Jedi," was an oversized puppet, this computer-animated version will be able to slither across the screen.

The second and third movies in the original trilogy, "The Empire Strikes Back" and "Return of the Jedi," will also feature fully restored prints, enhanced visual effects and sound remastered in THX dubbing at the Skywalker Sound studios. Both are slated for re-release later in 1997. ■ Andrew Steven Harris

Star Wars: M. J. G. Studios Ltd.

## Hero Partners with R. Talsorian

Hero Games, the champion of superhero gaming, has a new set of teammates. R. Talsorian Games will be handling production and distribution of Hero's paper-based products.

Under the agreement, Hero will supply fully edited manuscripts that R. Talsorian will produce and distribute. In February, Hero ended its 10-year team-up with Iron Crown Enterprises, with whom they had a similar relationship ("Hero Splits from ICE," *InQuest News*, *InQuest* #114).

The first planned Hero-R. Talsorian release will be a new edition of *Champions*, Hero's popular superhero RPG, initially published in 1981. "The new *Champions* will be foremost a campaign book, the first systematic campaign world we've published for the game," said Steve Peterson, co-designer of the Hero System, the universal rules system on which Hero products are based.

"Simplified mechanics will focus on the numbers you functionally need and will be very easy to pick up, but the new edition will be completely upward-compatible with existing rules," Peterson added.

When asked if the new *Champions* is going to look as stunning as R. Talsorian's acclaimed *Castle Falkenstein* RPG, Peterson responded, "That's what we're shooting for."

Mike Pondsmith, president of R. Talsorian Games, summed up the project in a tone of calm conviction: "What we've got for *Champions* is going to be killer."

After *Champions* appears in December 1996, Hero

hopes to adhere to about the same production schedule it had with ICE: one new product every month or two.

Hero is currently working on another product line, *Hero Plus*, which will be a series of full-color books in electronic format featuring a variety of genres, especially fantasy and science fiction. For more information on the team-up with R. Talsorian, *Hero Plus* and Hero's other adventure book licenses, check out the Hero Web site at <http://www.herogames.com>. ■ Bob Kruger





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Stone Ring Games provides exceptional player support, with a newsletter, more store, club and convention events than any other game and a major presence on the internet.

The legend goes on this summer with Knights of the Isles, an expansion devoted to the heroic exploits of the knights of Scotland and Ireland.

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## "ALIENS: RESURRECTION"

Just when you thought it was safe to go back into hypersleep, the goop-dripping, acid-blooded, face-hugging xenobrood of 20th-Century Fox's successful "Aliens" movies return in a fourth installment of the series, "Aliens: Resurrection," due in the spring of 1997.

The movie will focus on Ripley, the heroine of the first three movies, played by actress Sigourney Weaver. That leads to all sorts of questions, since Ripley died at the end of the third movie.

Fox isn't saying anything definite, but it points to the title of the movie—"Resurrection"—as a clue, and it notes that it is generally assumed that the movie will involve some form of clone-related plot device to bring Ripley back to life. The story itself, Fox says, involves interstellar pirates and their encounter with the Aliens. ■ Andrew Steven Harris



## White Wolf Investigates Virtual Magic

White Wolf Game Studios is looking into a recently advertised game, *Spheres of Ascension*, and its manufacturer, Virtual Magic Inc., because of concerns over copyright and trademark infringement.

White Wolf Vice President of Sales and Marketing Michael Krouse called the presentation of *Spheres of Ascension* "confusingly similar" to White Wolf's own *Mage: The Ascension* roleplaying game and tarot deck.

Wes Harris, White Wolf's vice president of licensing, said that calls to the toll-free number in the *Spheres of Ascension* ad went to an answering service hired to take orders. "What you got was a voice that said, 'Spheres of Ascension. How many decks would you like?,' and then they'd ask for your credit card number," he said.

### SPHERES OF ASCENSION



Harris checked with several Florida organizations, including the Better Business Bureau and the Occupational License Office, none of which had any information on Virtual Magic.

"We wouldn't want a fan to have a problem with this company and have no way to get in touch with them," Harris said. "We're concerned that no one knows this company or who is running it." He noted that Virtual Magic had not responded to messages left at the toll-free number or to a registered letter sent by White Wolf. InQuest's attempts to contact Virtual Magic through the toll-free number were also unanswered. ■ Patrick Daniel O'Wall

Illustration by © 1995 White Wolf, Inc. "Spheres of Ascension" by © Virtual Magic.

# GDW Goes Under

Game Designers' Workshop has gone out of business.

Launched in June 1973, GDW produced a wide variety of products, including the *Traveller*, *Twilight: 2000*, *Dark Conspiracy* and *2300 A.D.* roleplaying games and the *Command Decision* and *Harpoon* wargames. GDW has already found new homes for most of its games.

"The market was, and is, changing, and for a variety of reasons we were unable to change with them," Frank Chadwick, GDW president and co-founder, said of his business' demise.

However, the venerable company's death knell may have been a lawsuit by roleplaying giant TSR.

"Probably the single most significant event for us was the [1992 copyright infringement] lawsuit with TSR over the *Dangerous Journeys* RPG," said Chadwick. Although *Dangerous Journeys*' licensor paid GDW's legal expenses and TSR purchased the remaining games in a 1994 out-of-court settlement, "the entire incident knocked about two years out of our product development plan... We never quite found our footing again."

"Although we never had the No. 1 roleplaying game, we had a couple of good solid No. 2s which became classics," said Chadwick. "I don't know of anyone else who worked in as wide a variety of forms as we did or who did it so well."

The company declared bankruptcy in January and closed Feb. 29 in Toyonoma

## Games Workshop, Distributors Go to Court

The lawsuit against Games Workshop by three Southwestern games distributors is moving into the discovery phase and will go from there to trial.

Games Workshop, which makes *Warhammer* and other games, began acting as its own distributor to retail outlets in September 1995 ("Distributors Sue Games Workshop," *News & Notes*, inQuest #8). The three plaintiffs—Wargames West, The Armory and Greenfield Hobby Distributors—have charged Games Workshop with breach of contract, fraud and violation of anti-trust regulations, claiming that the company's self-distribution could unfairly drive up the price of its products.

After settlement talks broke down, Judge E.L. Meechem of the U.S. District Court denied the distributors' motion for a preliminary injunction that would have forced Games Workshop to continue to sell them products.

Games Workshop spokesman Mark Hall had no comment on the developments except to say that the company would continue to do business as it had since September.

The case now goes into the discovery phase, as each party attempts to gain information from the other in preparation for trial, which is not likely to begin before the summer. ■ Patrick Daniel O'Neill

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August 1996



# In Other News...

Topps has delayed its *Killer Instinct* CCG until June, when the martial arts video game will be released for the Nintendo 64 entertainment system.

The 1996 *Killer Instinct* CCG champion will win a *Killer Instinct* arcade game. (See page 46 for a review of the *Killer Instinct* CCG.)

Pinnacle's purchase of competing card-maker Games has thrown plans for *Top of the Order '96* into doubt. Ron Kent of Games' game design firm, NKT Games, says that *X-Files* and *Red Zone '96* will definitely appear this summer.

West End Games' *Star Wars: Shadows of the Empire* novel tie-in appears in June. Twenty smackers gets you a 128-page hardcover sourcebook detailing the time between the "Empire Strikes Back" and "Return of the Jedi" movies.

*Star Wars: Classic Adventures* Vol. 3, to appear in June, will contain three long-out-of-print *Star Wars* roleplaying scenarios. The 128-page *West End* paperback features a murder/espionage romp on the Mon Calamari homeworld and costs \$18.

In June, *White Wolf* will release a \$22, 192-page players guide for its Changeling RPG. It has new facts on Native American changelings, revised magic rules and other stuff.

*White Wolf* showcases more undead dread in two anthologies. *The Art of Gore* (\$15) features new tales from Clive Barker and others. *Tombis* (\$6) has stories by Michael Moorcock, Neil Gaiman, Nancy Collins and Ben Bova.

*After in Lashenor*, a \$6 *White Wolf* paperback, features Fritz Leiber's *Fafhrd and Gray Mouser*. (Gray Mouser takes on Zoro in "Contest of Champions" on page 36.)

Test drive TSR's upcoming *Advanced Dungeons & Dragons* (AD&D) on America Online (keyword: TSR). The product can generate characters, maps and monsters and contains TSR's five most popular AD&D handbooks.

FPG's June release uses metallic printing to showcase art from the *Guardians* CCG. The cards also feature play hints, killer combos and background info. There are five *Guardians* game cards exclusive to this release.

*Knights of the Isles*, the first *Quest for the Grail* expansion from Stone Ring Games, has been delayed till June.

The Order of the Round Table is Stone Ring's new organization for *Quest for the Grail* players. For info write 1416 E. 37th St., Austin, TX 78722.

Thunder Castle Games' cutting-edge *Highlander* CCG products include an expansion, *The Watcher's Chronicle*, and a strategy book,

*Watcher's Field Guide*.

The *Factory* Adventures expansion based on the "Wheel of Time" novels has been delayed till late summer to coincide with the release of Robert Jordan's newest book.

In June Mayfair is releasing 98 sets of five limited edition *Fantasy Adventures* press sheets. Each goes for a cool \$250.

"Showdown in New York" is a 90-minute videotape from Wizards of the Coast covering the first *Magic: The Gathering* Pro Tour event in New York. The \$14.95 cassette will keep you up to speed on the winning journey deck strategies. (For news on the second Pro Tour stop, see page 24.)

*Magic: The Puzzling* is a \$14 book featuring 25 *Magic* brain teasers.

French and German versions of *Magic's* new *Alliances* expansion, the sequel to the *Ice Age* stand-alone set, are being released in June, the same time the English-language edition debuts.

WotC has sold the *SLA Industries* RPG line to a new Seattle company, Jyoteed Publishing.

"That's no moon!" Parker Bros. gives you a close look at the Empire's secret weapon in its *Star Wars: Death Star Assault* board game.

The next *Star Trek: The Next Generation Customizable Card Game* expansion, *Q-Continuum*, has been pushed back till August. *Halibut Adventures* will follow in four to six months. The final *Next Generation* CCG product, *All Good Things...*, will appear before '97 is through.

*Art of Mythos* presents art and strategies from Chaosium's new CCG. The \$12.95 softcover appears in June.

Bowen Designs is releasing a *Chinthee* statue designed by illustrator Stephen Hickman. Call (503) 786-0548 for more information.

New GURPS products from Steve Jackson Games include *GURPS Dinosaurs* and *GURPS Compendium I: Character Creation*.

Some *AWD* Assassins packs contained identical common cards. Others had identical uncommon cards. Finally, some cards were printed with the wrong backs. For questions or replacements call (512) 447-7866.

SIG credits the *AWD* CCG for pushing its 1995 sales over \$2 million for the first time ever.

The 1996 Gen Con Game Fair will be held at the Wisconsin Center (formerly MECCA) Aug. 8-11. For registration information call (414) 248-3525 and ask for Gen Con or e-mail [TSRinc@aol.com](mailto:TSRinc@aol.com).

Want to be a hero? With the coupon from the *Wizards Player's Guide*, a photo of yourself and \$19.95 you can become a member of WotC A.T.s, StormWatch, Gen<sup>13</sup> or WerfWorks.

Have you like to have a Botchcamp Potemkin on your back? For info on *Shedderfest* T-shirts write Digitech International, 1110 Hamilton St., Vancouver, British Columbia, Canada V6B 2S2.



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## Electronic News

NEW MICROPROSE MAGIC,  
OLD LUCASARTS CLASSICS

MicroProse's *Magic: The Gathering* PC CD-ROM game is due this month. It'll boast hundreds of cards from the original card game and 12 "never before seen" ones. This software is the most eagerly anticipated product since sliced bread. Wouldn't it be funny if all the copies were sent to the same store in Seattle?

LucasArts' first volume of *LucasArts Macintosh Archives* (June, \$40) features *Indiana Jones*, *Day of the Tentacle*, *Rebel Assault* and other goodies previously available only to PC gamers.

In June look for *The Settlers II* from Blue Byte (\$48; \$51 distributed, and poorly marketed, the prequel, *Sett City*). With this very detailed god sim you can help your people survive, build and develop an economy in a mission-based real-time campaign.

Koei doesn't seem to understand the concept of sequel. In *Romance of the Three Kingdoms IV: Wolf of Fire* (June, \$45), as in the previous games, you start with a small domain in China, you must unite the nation through economic, diplomatic and especially military methods. This has better graphics but few surprises if you've played the classic first game in the series. Tweaks include new characters, new weapons and—in a major break from the series' historical accuracy—magic.

In August, Viacom New Media hopes to release *Snow Crash* (tentatively \$50), based on Neal Stephenson's cyberpunk classic and supposedly showcasing awesome graphics.

Viacom New Media, makers of the *Beavis & Butt-Head* Virtual Stupidity PC game, will unleash another game based on another

MTV cartoon—"Aeon Flux"—this August (tentatively \$50). Show creator Peter Chung is working on the game; expect some racy shots of Aeon's three-dimensional real-time gymnastics.

Blue Byte has already published *Battle Isle 2220*, another sequel (\$44). Set in the year 2220 (duh), this complex turn-based strategy game, a European cult favorite, features tutorials and networking capability.

Thinking about moving to the Klingon homeland? Then get Simon & Schuster's recently released *Star Trek Klingon* (\$38). This, or, edutware provides extensive training in the Klingon spoken language and the ultraviolet Klingon culture. A Mac version is due later this year.



in Sega's *Panzer Dragoon* (May, \$45) you shoot stuff from atop a radar-equipped dragon. This is one of the first games to exploit accelerator cards that bring PC video to arcade-game quality. Despite obvious glitches, *Panzer Dragoon* should go down as a benchmark.

Duke Nukem 3D's jet packs, scuba gear and pipe bombs make it more than another DOOM clone. If you don't want to risk carpal tunnel syndrome or \$48 without a test drive, Apogee is selling demos at software stores. ■ Rick Mascitello

**THE SETTLERS II OFFERS A RICH ECONOMIC SIMULATION BASED IN REAL TIME.**



## PLUGGED IN

## The Incredible Expanding OGF

America Online's Online Gaming Forum (OGF) has expanded so much since we first previewed it that it has an additional forum. The Collectible Card Forum (Keyword: Collect Cards) focuses specifically on CCGs, with special emphasis on *Magic*. The new forum has message boards and tons of downloadable files and—total—a chat room.

## Make Yer Own Damn Game

Want to create your own video game? A new book, *NetWarriors Online: The Game Programmer's Guide to Online Resources*, by Joe Gradecski (Wiley, \$27.95) could help. Even if you're not a brainy type, *NetWarriors Online* can get you to incredible online shes.

The unpretentious tone and layout of this book make it useful to programming novices. It discusses stuff accessible through online services, the Internet and other channels.

## Info for New Magic Players

New *Magic* players are often confused by the complexity of the game and the culture. Online newbies should check out the [mc.games.deckmaster.com](http://mc.games.deckmaster.com) FAQ (<http://mc.games.deckmaster.com/faq.html>) to get their bearings.

## InQuest Brags

In our not-so-humble opinion, the InQuest forum on America Online is the best place to talk about gaming. We've got message boards for discussion on every freakin' game under the sun. We've even got a regular chat hour every Thursday at 4 p.m. EDT in the Special Events Chat Room. For Wizard World and InQuest Online, use keyword: InQuest.

Also, And InQuest's staff could beat OGF's in *Magic* any day of the week. ■ Buddy Seakins (WizardTGC@aol.com)

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# ON THE SHELVES

## THE GUIDE TO UPCOMING GAME RELEASES

By Matt Farbeck



**NAME:** *Ancient Hearts*  
**PUBLISHER:** Wizards of the Coast  
**SET SIZE:** Over 150 cards  
**RELEASE:** June 1996  
**PACKAGING:** 12-card booster packs  
**SUGGESTED RETAIL:** \$2.25 per booster pack

**Here's the Deal:** The second expansion set for *Vampire: The Eternal Struggle* (the CCG formerly known as *Jyhad*), *Ancient Hearts* unites two sample clans into the FATES into: the Assassins and the Followers of Set. Followers of the Vampire: The Masquerade role-playing game might already be familiar with these clans, which you can now use in this card game inspired by that popular RPG. *Ancient Hearts* also introduces some new mechanics to liven the game up even more.



**NAME:** *Draconian*  
**PUBLISHER:** TSR  
**SET SIZE:** 100 cards plus 25 dragon cards  
**RELEASE:** June 1996  
**PACKAGING:** 12-card booster packs  
**SUGGESTED RETAIL:** \$2.50 per booster pack

**Here's the Deal:** This 10th expansion set for *Spellfire* concentrates, not surprisingly, on the coolest critters of all: the dragons. Up until now, *Spellfire* dragons have been something to lust up, but this set puts them back at the top of the game. It features new spells, realizations, artifacts and magical items, all for use with the great big flying lizards. Cooler yet, each card has all-new, never-before-seen artwork!



**NAME:** *Misty Python and the Holy Grail*  
**PUBLISHER:** Kenner & Co.  
**SET SIZE:** Around 250 cards  
**RELEASE:** June 1996  
**PACKAGING:** 60-card starter deck; 15-card booster packs  
**SUGGESTED RETAIL:** \$10.95 per starter deck;  
 \$3.45 per booster pack

**Here's the Deal:** Hey, it's *Misty Python*. You're either going to love it or you won't! The object of the game is to have fun. Secondly, you can win by being the first player to locate the Holy Grail. The cards feature skills from the classic movie of the same name. Some cards require you to do things like sing songs from the film to activate them, so fans of the comedy troupe will have a definite advantage. (For more information, see "300-Card Monty" on page 50.)



**NAME:** *Spellfire Fourth Edition*  
**PUBLISHER:** TSR  
**SET SIZE:** 500 cards  
**RELEASE:** June 1996  
**PACKAGING:** 55-card starter decks, 12-card booster packs  
**SUGGESTED RETAIL:** \$9.95 per starter deck;  
 \$2.50 per booster pack

**Here's the Deal:** This whopping release includes not only cards from the original set but also those from many out-of-print sets like *Artifacts* and *Forgotten Realms*. Oh, and there's new cards too, all of which feature brand new artwork. The rules have been updated, and now each deck not only have one copy of each card. When you pick up a starter deck, you also get a free booster pack of the latest expansion set, *Draconian*.



**NAME:** *Undead*  
**PUBLISHER:** TSR  
**SET SIZE:** 20 die  
**RELEASE:** June 1996  
**PACKAGING:** 8-die kicker packs  
**SUGGESTED RETAIL:** \$6.95 per kicker pack

**Here's the Deal:** This latest *Dragon Dice* set introduces the creatures from the other side of the black veil of death: the undead! The dice are colored black and green, so get ready for some most magical spell use. Each set comes complete with four canisters, two monster-man, one rare and one monster die as well as new rules for the new dice. One of the monsters is actually an ultrameg that's going to be ultrahard to find.



**NAME:** *A New Hope*  
**PUBLISHER:** Decipher  
**SET SIZE:** 162 cards  
**RELEASE:** July 1996  
**PACKAGING:** 15-card booster packs  
**SUGGESTED RETAIL:** \$3 per booster pack

**Here's the Deal:** The first expansion to the *Star Wars* collectible card game takes its subtitle from the first "Star Wars" film. Accordingly, it focuses on material from that film. Chewbacca and R2-D2 both premiere in this set, as does the mother of all cards, the Death Star, capable, like its movie counterpart, of destroying planets! There are also cards that allow the light side to destroy the Death Star. Each display box features a rules sheet that explains how to use the new cards.



# CARD GAMING HITS WARP FACTOR 10



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# Pro Tour

## The skinny on the Magic Pro Tour's southern California showdown

by Beth Moursund



**L**ong Beach, California. May '96. The Queen Mary: an anchored luxury liner converted to a unique hotel, surrounded by beaches, shops and a 260-foot-high bungee jump. Inside: tourists, dressed-to-the-gills Senior Pro boys and girls...and several hundred Magic players.

Welcome to Pro Tour II.

Wizards of the Coast certainly went all out for this one. Banners featuring the Pro Tour logo, mana symbols and expansion symbols festooned the ramps leading into the ship and all three floors of the huge exhibit hall. Once inside, we could have challenged a WotC gunslinger to an ante game, learned to play *Netrunner*, visited the Dominion Diner for lunch, traded cards with a Legends designer, viewed original card art, purchased WotC products—including Magic in six languages—or played in any number of open tournaments (including a Japanese Sealed Deck tournament and the first-ever *Alliances* preview tournament).

Instead, we wandered down to the bottom floor to watch the core of the event: 177 top Magic players from around the world competing for a total of \$100,000 in cash.

But wait, what's this we see on the tables? An Ironclaw Orc? Pearled Unicorn?? Cyclopean Mummy??? No serious player would put these in a tournament deck. What've these guys been smokin'?

Welcome to the world of booster drafts. This format, like sealed decks, tests a player's ability to make the most of a very limited set of cards. The draft begins with eight players seated around a table. As a judge calls out instructions and keeps

track of time, each player opens a booster pack, selects one card and then passes the pack to his neighbor. When the first eight packs are empty, the process repeats for two more rounds of packs, switching directions each time. (For the Pro Tour, they used two rounds of Fourth Edition packs and one round of *Homelands*; all the boosters were pre-opened and stamped in special patterns to prevent card substitution.)

Players had to make their decisions quickly: a minute and a half for the first card from each pack, decreasing to a few seconds as the packs shrank to the last "What garbage am I stuck with?" card. After drafting, the players were escorted to a deck-building area, given 20 of each basic land and had half an hour to construct 40-card-minimum decks from their gleanings.

Friday's Swiss-pairings tournament eliminated nearly two thirds of the players, leaving the top 64 to continue on to the second day. Saturday followed the same format. The top 64 (now assured of at least \$400 apiece) re-drafted for another day of Swiss pairings. Every game—indeed, nearly every card!—was critical, as only the top eight would continue to the playoffs.

Sunday morning, the top eight players drafted one last time for the single-elimination, best-of-five playoffs (see sidebar). No spectators were allowed in their playing area, but a huge closed-circuit TV screen in the exhibit hall showed the key matches, with running commentary and play analysis by Mark Rosewater (of WotC R&D) and Mark Justice (1995 U.S. National Champion).

Finally, it came down to two: Thomas Guevin, the favorite, a 22-year-old software engineer from New Hampshire, vs. underdog Shawn "Hammer" Regnier, a 27-year-

## The Top 8

### Shawn "Hammer" Regnier

Winner (\$17,000)

Blue (12)/White (7)/Black (4)

18 spells, 7 creatures (2 wolds)

**Strategy:** Took control of the game. Prevent opponent's creatures from dealing damage by using Flood and multiple Gaseous Forms. Chose on them with a Giant Oyster. Won by running opponent out of cards or by a creature check after opponent runs out of blockers. Control Magic or Animate Dead opponent's best creature. Four assorted creatures for stopping enemy spells.

### Thomas Guevin

Runner-Up (\$10,000)

Red (12)/White (6)/Blue (4)

5 spells, 19 creatures (no wolds)

**Strategy:** Get a creature advantage, then Armageddon. The other key cards were Invocations, Lightning Bolt and An-Zeinin Bait, all for taking out opponent's creatures. His creatures also included three pokers: two Pradigal Scarabers and an Archus Shaman. The gem of the deck: a Shivan Dragon.

### Darwin Kastle

Semifinalist (\$5,900)

Red (9)/Black (10)

6 spells, 16 creatures (no wolds)

**Strategy:** Medium-sized and large creatures to win the ground war. Two X-spells (Fireball and Dream Life), either of which can win the game with enough mana in play. Flight was a major weakness, since his only flier was a Scargor Bat, but he had a Gnaptooth Catapult and was prepared to use the X-spells to take out fliers if necessary.

### Mark Vonhaus

Semifinalist (\$5,900)

Green (17)/Red (8)

8 spells, 18 creatures (1 wold)

**Strategy:** Swarm opponent with small creatures before he can get out anything big. If that doesn't work, win the air war with a Regenerating Cockatrice or a Firebreathing Willow Faerie. Giant Growth, Lightning Bolt and Retribution helped remove opponent's creatures.

old former wrestler turned game-and-comic store owner. Guevin was #7 the first day and #1 the second day, and swept his first two playoff opponents 3-0 in fast games, while Hammer had just squeaked by both days at #61 and #7.

In the Juniors tournament (18 and under), 102 Juniors drafted and played in a separate tournament for \$30,000 in scholarships. Max Szilagor defeated runner-up Paul McCabe for the Juniors championship.

Back on the Seniors side, Guevin had won the first duel, and many spectators thought that he'd repeat his sweep. But Hammer took the second duel by Power Sinking Guevin's Shivan, then Animating it.

As the third duel went on (and on...and on...), Guevin became a bit flustered, making several mistakes. This duel lasted nearly two hours, ending when Guevin's library ran out.

Still, Guevin would not go down and came back to win the fourth, tying it all up at two games apiece.

So it came down to one final game to decide it all. At the fifth hour, the crowd

erupted with cheers and applause as Hammer ended the last duel with the same Shivan Sink/Animate play he used in the second game, winning the championship.

"You had to make choices early on in the draft, what routes you wanted to go," the champion Shawn "Hammer" Regnier had said after building his deck before the start of the first matches in the finals. "There were definitely some other paths I could have gone down. I had a Lightning Bolt in my early pack. Everybody says, 'Give me direct damage'—this was the first direct damage I'd seen all weekend. But I chose to go with a slow, controlling game. That's more my style.

"I'm not playing the typical 'smash deck' that a lot of people play in sealed deck. A lot of people grab the fast creatures. They grab the Ironclaw Orcs, they grab the Ogres, they grab the Brothers of Fire because it's creature control. There's a lot of mean cards that went by [in the draft] that I could have grabbed, but I'd rather control the game, get it past 20 turns and make it mine."



Here's Shawn "Hammer" Regnier's blue/white/black control deck that won him a whopping \$17,000.

#### CREATURES

- 1 Dark Maze
- 1 Giant Oyster
- 1 Giant Tortoise
- 1 Grapeshot Catapult
- 1 Sentinel Healer
- 1 Wall of Bone
- 1 Totem Soldier

#### SPELLS

- 2 Alabaster Potions
- 1 Animate Dead
- 1 Blue Elemental Blast
- 1 Counterspell
- 1 Circle of Protection: Black
- 1 Circle of Protection: Green
- 1 Control Magic
- 1 Disenchant
- 1 Feast of the Unicorn
- 1 Flood
- 4 Gaseous Forms
- 1 Power Sink
- 1 Spell Blast
- 1 Swords to Plowshares

#### LAND

- 9 Islands
- 3 Plains
- 4 Swamps



Shawn "Hammer" Regnier, winner of the Magic Pro Tour II, contemplates his next move.

#### Scott Johns

Quarterfinalist (\$3,500)

Red(9)/Green(10)/Black(1)

8 spells, 15 creatures plus a Mishra's Factory (no walls)

**Strategy:** Mind Twist opponent, then win with medium to large creatures. No fliers (except a Leaping Lizard), but two Sandstones for flier control.

#### Preston Foulter

Quarterfinalist (\$3,500)

Black(12)/Blue(7)/Red(2)

7 spells, 15 creatures (1 wall)

**Strategy:** A mixed bag of creatures including two pokies (Anaba Shaman and Pradigal Sorcerers), four small fliers and two pumpables (Frozen Shade and Carrion Arts). Four creature-control spells: Immolation, two Weaknesses and Torture.

#### Vaughn Sandoz

Quarterfinalist (\$3,500)

Black(14)/Blue(9)

16 spells, 11 creatures (3 walls)

**Strategy:** Unblockable creatures—two fliers, one sweepwalker, Townes's Word, Jump, Flight and Fear—backed up by a Howl from Beyond, three Dark Rituals and Energy Tap. Walls and Uncle Iwan to hold off opponent's forces. Other star cards: Pestilence and Death Rite.

#### Jeffrey Wood

Quarterfinalist (\$3,500)

Green(19)/Black(6)

12 spells, 14 creatures (no walls)

**Strategy:** A very balanced deck, with half the creatures costing one or two mana, the other half medium to large, topped by a Black Carriage and Grew Worm. Regeneration, Corpse, Giant Growth and two Fogs to help win the creature war. Stream of Life, Living Artifact and Simulacrum to save his own life. Plus, Sylvan Library.

# Assault and Battery

By Beth Mouroud and Max Sever

This deck, played by Max Sever, tied for third place in the Juniors division of the first Magic Pro Tour tournament. The tournament used standard Type II deck construction rules with one extra twist: each deck had to include at least five cards apiece from *Fallen Empires*, *Chronicles*, *Ice Age* and *Homelands*.

Your goal when playing this deck is simple: destroy anything your opponent puts into play, nibble away with two points of damage here and there when the opportunity strikes, and finish him off with a sneak attack from Eron the Relentless or a massive Stormbind blitz.

One of the main concepts behind this deck is that it doesn't need very many ways to damage its opponent, because the ones it has are hard to stop (Eron the Relentless, Blinking Spirit, Mishra's Factories and Stormbind).

Wait a sec—what about all those red, direct-damage spells? Don't they count? Well, yes, the Lightning Bolts, Incinerates and Fireballs can be used to damage your opponent, but don't think of them that way. These spells are primarily for creature control. With 10 direct-damage spells and four Swords to Plowshares, you should be able to destroy just about anything your opponent can field in the way of creatures. But don't waste the direct damage on shooting your opponent unless you can finish him off (Of course, if he's playing a creatureless deck, blast him with everything you've got!).

You may be wondering how useful Stormbind can be with only five green mana sources in the deck. Relax. Since one of them is a basic Forest, all you need is one use of

Land Tax and you're set. Use the Stormbind the same way as the Lightning Bolts and Incinerates. Once it's in play, every card in your hand is almost a mini-Bolt.

Attack with the Mishra's Factories as soon as you've gotten rid of any initial wave of creatures your opponent may have had. Some decks use Factories mainly as colorless mana sources, and only turn them into creatures when they really need a blocker or when an opponent's tapped out. This deck isn't so cautious with them. With close to half the deck being lands (and with three Land Taxes, you've got a good chance of getting one near the beginning of the game), you shouldn't have too many mana problems.

Blinking Spirits are loads of fun, and nearly impossible to get rid of if your opponent isn't playing blue. Cast a Blinky as soon as you've got enough mana. Use it for a blocker if you have to (like when you're waiting to pull a Swords to Plowshares to get rid of your opponent's Repentant Blacksmith). Once you've gotten rid of your opponent's creatures, keep hitting him with Blinky for two points a shot.

Be careful of your timing with Eron the Relentless. If you can catch your opponent with his pants down—that is, tapped out and with no creatures to block—Eron does more damage, than a Fireball for the same cost. If you can keep him alive long enough to attack more than once, even better, but don't count on it; he's a magnet for every creature-killing spell in your opponent's deck. But if your opponent isn't considerate enough to tap out for you, try testing the waters by activating a Mishra's Factory; this should hopefully draw out your opponent's Lightning Bolts. If



## Relentless Raiders

### Creatures

#### RED

3 Erons the Relentless

#### WHITE

3 Blinking Spirits

### Spells

#### GOLD

2 Stormbinds

#### RED

2 Fireballs

4 Incinerates

4 Jokulhaupes

4 Lightning Bolts

#### WHITE

1 Balance

2 Disenchants

3 Land Taxes

4 Swords to Plowshares

### Artifacts

1 Feldon's Cane

1 Zuran Orb

### Lands

2 Brushlands

4 Dwarven Ruins

1 Forest

2 Karplusan Forests

4 Mishra's Factories

6 Mountains

7 Plains

1 Ruins of Trokar

### Sideboard

3 Circles of Protection: Red

3 Circles of Protection: Black

2 Disenchants

3 Divine Offerings

2 Pyroblasts

2 Serrated Arrows





## THE NON-KILLER DECK

# THEME DECKS Zero Intolerance

The point here isn't to win.

With every card in this deck having a zero casting cost, you can't expect too much from it. And, by golly, you won't be disappointed.

In parabolic (as it may sound, the goal of this deck is just to see how long you can keep your head above water. Your creatures are sacrificial blockers and everything else falls into the category of delaying the inevitable: your death.

All succumb to play? Here are some quick gaming tips:

**Deid's Come:** Super-duper useless! "Sacrifice to gain in life the damage your sacrificed creature does to opponent." Yeah, that works pretty good with a Kibbel. (Yeah, yeah, I know, you can use Mishra's Factory, but it ruins the joke. Leave me alone.)

**Greenest:** Try and save the Ornithopters to block flyers. Don't be afraid to sacrifice a Kibbel by stepping a wizard, but try and keep the Mishra's alive. As sad as it sounds, they're your big gun.

**Maan:** Crypt: Don't put this into play! You can't send the mana it generates and it may end up playing you for three points a turn.

**Tarmad's Crypt:** Maybe, just maybe, you can win by staying alive until your opponent runs out of cards. Keep knocking his graveyard to prevent him from using Feldon's Curse.

**Zuran:** Orb: Don't put this out till you've got plenty of land. It's one of the few artifacts that your opponent will care enough about to blow up.

**Glacial Chasm:** Later in the game, those become your last ditch effort to drag things out. Well, if you've got a couple in your hand, don't pay one's upkeep, ditch it, then drop another out.

**Moxes & Lotus:** Hey, relax. If you don't have these, just put in more Jeweled Anulads or something.

**Safe Haven:** Block with one of your creatures, then sack it into Safe Haven. (Remember what I said about delaying the inevitable?)

Phil McCallan  
A Total Zero

the Assembly Worker doesn't get Bolted, it may be safe to play Eron.

Jokulhaups is your "reset button." Cast it when things start to tilt in favor of your opponent, when he overextends himself in any way or when he puts out annoying artifacts like Disrupting Scepters or Jayemdae Tomes. Try to keep some land in your hand (Land Tax works wonders for this) so you can quickly get started again after Jokulhaups.

Jokulhaups also forms a "god combo" with two other cards in this deck: Land Tax and Stormbind. Get those two enchantments in play and then cast Jokulhaups. By the time he gets enough land back out to become dangerous, you'll have filled your hand with land and be flinging them at him (or any weenie creatures he puts out) with Stormbind.

Balance is another "reset button," and combines well with Stormbind since you can respond to your own Balance by throwing as many cards as you have mana for. Then, of course, there's the Zuran Orb combo: sacrifice all your lands to the Orb after casting Balance, and really ruin your opponent's day. (If playing against a blue deck, don't make the mistake of sacrificing the land first—wait until it's too late for your opponent to counter the Balance!) Also, when you've got the Orb out, remember to sacrifice any land that's about to be destroyed by anything else.

The Dwarven Ruins and Ruins of Trokair are in here mostly to fill the five-card Fallen Empires requirement, but they turn out to work well for some combos. Jokulhaups takes six mana to cast; if you're just using normal lands, you may have a tough time getting enough mana to cast it before your opponent does some serious mauling. A sacrifice-land or two makes a big difference here. Also, if you get into one of those Land Tax standoffs where neither player wants to put out another land because it will let the other player tax, you can sacrifice a Ruins to break the tie.

Sideboard strategies: pull in the Disenchants if your opponent is using any artifacts or enchantments at all. Against artifact-heavy decks, bring in Divine Offering as well. Pyroblast is for blue decks, of course, and Serrated Arrows are for weenie decks. If your opponent uses Circle of Protection, Red, take Eron the Relentless out; the chance of him getting to deal any damage becomes low enough that it's not worth the space.

Since both Beth Moursund and Max Sauer neglected to put in a writer's box, we could be real cruel and tell you about the time Beth had five little "accidents" with machete-chairs, a VCR and a squirrel, or the time we caught Max playing with Barbie dolls. But we won't.

## Benchwarmers

### Creatures

- 4 Cookchank Kobolds
- 4 Kobolds of Kher Keep
- 4 Glimmer Kobolds
- 4 Ornithopters

### Artifacts

- 1 Mana Crypt
- 1 Jeweled Anulad
- 1 Black Lotus
- 1 Mica Ruby

### 1 Mana Jet

- 1 Mox Sapphire
- 1 Mox Emerald
- 1 Mox Pearl
- 1 Deid's Come
- 4 Dark Spheres
- 1 Urza's Bangle
- 2 Tarmad's Crypts
- 4 Fountains of Youth
- 1 Zuran Orb

### Land

- 4 Mishra's Factories
- 4 Strip Mines
- 1 Mox of the
- 4 Ice Floes
- 4 Deserts
- 4 Oases
- 4 Safe Havens
- 4 Glacial Chasms





# Stumpers

By Beth Moursund

## Frequently asked questions on *Magic: The Gathering*

### Stumper of the Month

**Q:** My Seasinger takes control of my opponent's Force of Nature during his turn. Can I untap my Seasinger during my untap phase, then tap it again to take the Force of Nature during my draw phase and keep repeating this process and never have to pay the Force's upkeep ever? Can I also attack??

—Robert Acevedo, Wilmington, CA

**A:** Yes and no. You can avoid paying upkeep that way, but you won't be able to attack, since you're giving the Force a fresh case of summoning sickness every turn. Still, an 8/8 blocker is nothing to sneeze at!

This month's winner walks off with three different foreign edition *Magic* packs and a pack of *Legends*!

**Q:** I have an Air from Cairn out and I'm at one life. My opponent Lovo Bursts me, which cannot be prevented or redirected. Do I die?

—Brian Travis, Manchester, CT

**A:** Read that Lovo Burst again. It can't be prevented or redirected if aimed at a creature. If it's aimed at a player, you can prevent or redirect it all you want, so Air prevents it. (Your opponent should have aimed the Lovo Burst at Air!)



**Q:** If I cost a Living Lands out then an Annoyadon, do all my forests live through it?

—Josh Ballard, Concordia, KS

**A:** No. They're still lands.

**Q:** I have a White Knight out and I cost Deathlace on my opponent's Maze of Ills. Can the maze be used to untap the White Knight?

—Michael Jahn, Hamilton, Ontario

**A:** No. It's black, so it can't target a creature with protection from black.

**Q:** I have no Forests. If Wild Growth is put on my land and the opponent has forestwalk, can he be blocked?

—Dwane Hutchins, Moscow, PA

**A:** You said it yourself—you have no forests. Forestwalk only works if you have a Forest.

**Q:** With Galin Warriors, can the gallies sacrificed be taken gallies?

—Steven Burke, Watertown, NY

**A:** Yep. If you have enough mana, you can turn two gallies into a whole horse.

**Q:** If I have two Lands of the Pit out and no other creatures, what do I do during my upkeep?

—Sue He, Bethlehem, PA

**A:** Cry? No, seriously, you sacrifice an Pitland to the other. On your next upkeep, if you still have no other creatures, you cry.

**Q:** If Zelyon Sward was on a creature killed in combat, would it go to the graveyard too?

—Jeremy May, Glenview, TN

**A:** Nope. Zelyon Sward is an artifact, not an enchantment, so it's never "on" a creature. Some artifacts, like Flying Carpet, have a special clause saying they're destroyed if the creature they're helping

gets destroyed. But since Zelyon Sward doesn't say that, it's safe.

**Q:** If I cast Slices, Kismet and Psychic Venom on my opponent's land, does Psychic Venom do two damage to my opponent?

—Adi Yuwono, Jakarta, Indonesia

**A:** Psychic Venom does damage each time the land it's on changes from untapped to a tapped state. If the land just sits there tapped and never gets untapped, the Venom can't do any damage.

**Q:** I have a Blight on a land. I use a Iwildee to tap the land that Blight enchants so it will be destroyed. But my opponent uses a Jumper Order Dead to untap that land. Will it still be destroyed at the end of the turn?

—Wes Dukerney, Bristol, VA

**A:** Yes. Blight says "If target land becomes tapped," not "If target land is still tapped at the end of the turn."

**Q:** If I use Jinx with Glacial Churn so all damage to me is reduced to zero and I don't have to pay the upkeep?

—O'haese Tia, Belgium

**A:** If you cost Jinx on your Glacial Churn during your upkeep, you won't have to pay its upkeep, and the upkeep will start back at two life again on your next turn. But until the end of the Jinx turn, you don't have a Glacial Churn anymore, so you take damage as normal!



**Q:** My opponent has a Justice that has been Sleight of Minded to white. If I attack with my Serra Angel and the Serra Angel deals damage, what happens if I decide to Eye for an Eye the Justice?

—Dane Vargieser, Pikeville, KY

**A:** You and your opponent each take four more points of damage.

**Q:** If you put first strike on a Venomed creature, does it deal its damage first and destroy the other creature, staying alive itself?

—Aaron Posisz, Niagara Falls, NY

**A:** The first-striking creature deals its damage first. If it's enough to kill the other creature, you're fine. If it's not, then the other creature deals its damage. The Venom effect doesn't happen until the very end of combat—the first strike makes no difference for that.



Even the mighty Shivan Dragon can be annihilated by Venom.

**Q:** My opponent attacks with two Shivan Dragons. I block one with my Unwaver Elves and the other with my Laird Leeches, which are enchanted with Venom. If I use General Jankal to switch my blockers, do both Shivans die at the end of combat?

—David Ahorn, Westfield, RI

**A:** Yes, they die. But we're still wondering how those Elves and Leeches managed to block the flying Dragons...

**Q:** What would happen if you Boomeranged a Seething taker? Would it go into your hand or would it go to the graveyard?

—Danielle Kenna, Elmhurst, NY

**A:** It goes into your hand for one brief moment. Then, as soon as it gets there, it vanishes, because the rules say my token that leaves play is removed from the game entirely.

**Q:** I'm controlling five of my opponent's lands with my Drash Squatters. The next turn I cast another Drash Squatter. The next my opponent casts Fireball on my first Drash Squatters. Do I need to return the land?

—Donny Low, Selinger, Maryland

**A:** Yes. Each Squatter keeps track of which land it stole. If that particular Squatter leaves play, you give back all of its land.

**Q:** Can Roshko the Slayer block a card like Elven Riders?

—Alexander Loberia, Bartlin, CA

**A:** Elven Riders can't be blocked by any creatures except walls and flying creatures. Roshko the Slayer isn't a wall and isn't a flying creature, even though it has the special ability of blocking flyers. No.

**Q:** If I play Underworld Decays on my opponent and then use my Vancing Archonax, does my opponent take damage even if she guesses right?

—Tom Cliney, Detroit, MI

**A:** No. Underworld Decays only does damage when a player "draws" a card, and it's very literal. Quite a few spells and effects put cards into a player's hand without using the word "draw". Vancing Archonax is one of them.

**Q:** Say you have a Felton's Cane (out of) Chancelled in play. My friend says that if you Deconstruct it right after tapping it, you would still shuffle, but you wouldn't have to remove the cane from the game. Is this true?

—Alex Gilmore, Cabot, MD

**A:** That used to work, but the Wizards issued errata for the Cane at the beginning of February. Now it says to sacrifice the Cane, but remove it from the game instead of putting it into the graveyard. So it can't be recycled by anything short of a Ring of Wraiths.

**Q:** My opponent attacks with his Force of Nature. I block with my Blinking Spirit, then bring it back to my hand. How much damage do I take? I say none, my brother says six and my friend says eight.

—Charles Storing, Coeslager, British Columbia

**A:** And the winner is... your friend! If there's anything there to soak up any of the trample damage, all of it spills over to the defending player. If the Force of Nature didn't have trample, then you'd be right.

**Q:** If I cast Moon Short during my opponent's upkeep, can they tap land to pay the upkeep costs their cards require as a response? Moon Short says "enables target player's mana pool," so it seems that this would negate their response and their upkeep would go unpaid, right?

—Todd Harnestrom, Midwest City, OK

**A:** Wrong. Moon Short follows the same rules as any other instant. Your opponent can use all the fast effects he wants to as a response, then everything resolves in last-to-first order. At the very end, when the Moon Short resolves, it casts any mana that's still left in his pool.

**Q:** My good "friend" Jim Channel/Fireballs me for roughly 19, and I fork the Fireball right back at him. It's enough to kill us both, so do I win because my fork is an instant?

—Russell Eggensberger, Plainfield, IL

**A:** No such luck. You don't check to see if someone is at zero or fewer life until the end of a phase or the beginning or end of an attack. If you've both at zero or fewer at that time, the game is a draw.

**Q:** If I Channel all my life for a Bringer to my opponent and my opponent doesn't have enough cards, do I win automatically or is it a draw because I have no life?

—D. Bassell, Santa Clara, CA

**A:** You win. When someone tries to draw a card from an empty library, the game ends. You never get to the end of the phase, so you never check your life total.



Seraph can take control of a Veteran Bodyguard without even touching him.

**Q:** Would a Seraph take control of a Veteran Bodyguard if your opponent didn't block it until allowed the bodyguard to be killed by the damage?

—Travis Adams, Durango, CO

**A:** Yes. The Veteran Bodyguard redirects all damage to you from unblocked creatures onto itself. Redirection doesn't change the source of the damage, so the unblocked Seraph damaged the Bodyguard.

Stop ignoring questions about Star Wars questions, send your comments via e-mail to [JediMaster@decepher.com](mailto:JediMaster@decepher.com) or via standard mail to Decepher, Star Wars Questions, P.O. Box 56, Norfolk, VA 23501.

**STUMPERS % InQuest**

151 Web Ave., Coopers, NY 10899  
Include your full name, mailing address  
and phone number.

## SPOTLIGHT:



## Stumpers

**Q:** Do I need a Death Star system card to play the Death Star sites?

**A:** No. You never need the space system card in order to play a site and vice versa. Some systems, such as Alderaan, have no planet sites.

**Q:** Isn't Electroblasters a game breaker? If you pay one to look at your top card and put it back anywhere, even to the top of your Force pile, can't you keep doing that until you have the card you want on top?

**A:** Actually, it's a misprint. Instead of displaying for two, using one to peek, it should say "Use 1 Force to display on any warrior. At any time, you may peek at the top card of your Reserve Deck by using 2 Force..."

**Q:** Do you have to Force drain if you can? Do you have to activate all the Force you can? Do you have to find all the weapons during battle? Can you move a guard once he's in place?

**A:** You needn't always drain, if you fix, a deck with a lot of Counter/Suspense Attacks will bite you back. If you activate all the Force you can, you might not have any cards to draw for defense. If you fix all weapons, you might soon be out of Force. And guards never move.

**Q:** What's the difference between "Add 1 battle destiny" and "Add 1 to battle destiny"?

**A:** "Add 1 destiny" means you get to draw one extra destiny card during battle, even if you normally can't draw any. For example, playing "The Force is Strong in This One" on Luke gives him an extra destiny draw besides the one he naturally gets. "Add 1 to destiny" means if you draw a two, it's now a three. If you draw a four, it's now a five.

**Q:** How do I get my pilots to their ships?

**A:** Several ways. You can play the ship and directly deploy the pilot onto the ship. Or you can deploy the pilot to a planet and have him wait for a ship. You can shuffle planet-side pilots up to any ship for one Force if the ship has "Ship-docking" ability. If not, you need to play a ship with docking, dock this second ship with the first ship, shuffle the pilot to the second ship and then move him onto the first ship. That's because fighters aren't designed to take new people aboard in the middle of space.

Thanks to Myles S. Hildebrand and Decepher's Jason Winter. For additional answers to your Star Wars questions, send your comments via e-mail to [JediMaster@decepher.com](mailto:JediMaster@decepher.com) or via standard mail to Decepher, Star Wars Questions, P.O. Box 56, Norfolk, VA 23501.

# UP YOUR SLEEVE

Surprise strategies for unappreciated Magic cards

## Zur's Weirding

By David Joyce

**Z**ur's Weirding is a card less valued than many of the rares in Ice Age, and the reason is simple: It looks like a card that hurts you as much as it does your opponent. It's a subtle card, yet powerful. When you play it, both players lay their hands face up on the table, and when it's time to draw, any opponent may pay two life to force the person drawing to discard the card. It works both ways, so your opponent'll be able to prevent you from drawing cards, too.

So why bother?

The answer is simple: It's the ultimate "lock" card. You get a "lock" when your opponent can do nothing to win. Zur's Weirding lets you get that lock with several different types of decks.

A discard/Rack deck is probably the ideal deck to slip some Weirdings into. Get your opponent to below three cards with at least one Rack on him and then play the Weirding. He can't get any more cards into his hand if you don't want him to. He's dead. *Pin to No chance.* Most players, once they realize this, will go ahead and concede, unless they're unbelievably stubborn.

This approach works similarly with landkill and critterless decks. How many of you playing landkill decks would love to keep your opponent from drawing and using land? Well, get your opponent low on land, slap down the Weirding and watch him squirm as he takes damage from your Vise. The advantage of preventing him from drawing land outweighs the minor loss of a card to his hand in that sort of deck.

What about insuring that there are fewer creatures for you to kill? Play the Weirding any time and then, suddenly, you have the

unparalleled luxury of being able to choose when your opponent gets a creature into his hand. It's ideal in creatureless decks. Wait till you get that Wrath of God and then go ahead and let him have one or two creatures. You'll get a lot more entertainment that way.

There are some cards that make the Weirding even more powerful. Any of the life-giving cards'll give you more points to spend on blocking cards, so those can be handy. Ivory Tower, Healing Salve, Stream of Life, Alabaster Potion, Drain Life and Fountain of Youth are all great for guaranteeing that you can afford to bump his cards, though I'd recommend the Fountains over the spells, since they're permanent, and thus, reusable.

Truth to tell, with enough life-giving cards, you can afford to put the Weirding into almost any type of deck. A weenie deck can benefit from the fact that your opponent can't get out any bunnies large enough to snack on your pets. Cook a burn deck by denying him Fireballs. Keep a Goblin deck from ever getting those Kings and Grenades out. The uses are endless, as long as you have the life to support it. And when you figure the amount of damage you can avoid, it's almost always worth it. Pay two life to prevent your opponent from being able to throw a five-point Fireball your way? Sure it's worth it!

Want to pull a vicious trick? Combine this card with Necropotence, which means you don't use a normal draw phase (and thus, he can't stop you of any cards). Necropotence actually stops you from having a draw phase, and it states that the cards are placed into your hand just before your discard phase. Thus, you never draw and your opponent can't force you to discard! Elani Bottle works similarly.

Another nasty trick is to use Boomerang or Time Elemental to bounce the Weirding back to your hand before your turn—you get around the effect, but your opponent doesn't when you replay it at the end of your turn. Rather like with Stasis, this play can frequently cause frothing at the mouth in unsuspecting enemies.

So you see, once you understand what's really going on with the card, there are very few decks that you can't manage to fit Zur's Weirding into. After all, who wouldn't want to lock in the win early?

David Joyce prefers his locks on a gaelic bagel with cream cheese and a touch of anise.



- Hey, not only can you see up this guy's robe, but Zur's Weirding can give you the lock!



# A League of Their Own

Top 10 most powerful **Alliances** cards for *Magic: The Gathering*  
by Jeff Haines, Pat McCallum and Michael Searle

The best expansion set...ever? That's what some players argue. What all players do agree on is that *Alliances* has some of the most powerful cards ever produced for *Magic: The Gathering*. From the monstrous creatures with lightning-fast casting costs to the crushing spells with NO casting cost, *InQuest* played them all and separated the men from the boys to present the 10 most powerful *Alliances* cards.

## Balduvian Horde

Well, every expansion has at least one card that has people saying, "What the heck were they thinking?" Judging from the Balduvian Horde, Wizards of the Coast wasn't thinking about much. At four mana for a 5/5 creature, who cares if you have to discard a card when you cast it? The Horde might be the biggest playable creature to come out since Arabian Nights. With a Tinder Wall, you can get it out on the second turn, it doesn't do a point of damage to you every turn and it doesn't cost seventy bucks. As good as a Juzam? Try "better."



## Llm-Dûl's Vault

Yikes! And you thought Demonic Tutor was useful. With Llm-Dûl's Vault, you can find just about any card in your library for only a few life. But wait, there's more! Why just settle for one good card on the top of your library when you can have as many as five? Let's face it, most of the time you play Demonic Tutor, you don't REALLY need that card right away. Llm-Dûl's Vault lets you get a bunch of useful cards at the top of your library, and it's an Instant! If we have to explain why this card rocks, go back to playing your all-Homard deck.



## Force of Will

The guy across the table says, "Okay, I won the coin toss so I go first. I play a Lotus, a Mox Emerald, a Mox Ruby and a Land, and I tap it all to play a Shivan." Has this every happened to you? If so, then your first inclination was probably to beat the guy senseless and rip up his cards. Using your better judgment, you kept quiet and prayed for a Swords to Plowshares so you could give him five life. Now, with Force of Will, the solution is much simpler. Just counter the damn thing! And if you're tapped out? No prob! Just chuck a Dandian to let you counter any spell for free!



### Helm of Obedience

A lot of people play creatureless decks in tournaments—a lot of people are gonna have to come up with a new deck. Wizards of the Coast has been trying to discourage creatureless decks with cards like Autumn Willow, and now Helm of Obedience puts the nail in the coffin: “Not playing with any creature? Okay, I’ll stone you for right... every turn!” And if your opponent is playing with creatures? “Hey, is that a Polar Kitten in your deck? Put that puppy into play on my side!” Who knows...people may start playing with Demonic Horses in an all-blue deck just so your opponent gets control of it.



### Ritual of the Machine

What's up with taking control of your opponent's creatures without having to worry about getting thwarted by a Disenchant? There's Helm of Obedience, False Denial and, of course, Ritual of the Serra Angel you've got there! Think I'll put my Thrull through this little machine here... "It's like a Terror, only better. Hey, this card's almost as cool as Changeling! ("Magic: The Creations," in *Wizard #7*.) Ya think those guys over at Wizards of the Coast are reading *OnQuest*?



### Diminishing Returns

Noticing a theme yet? We've already got a Juzam and a Tutor, so why not throw in a Timetwister? Diminishing Returns is the mass-card-drawing tool everyone's been waiting for, and it's every bit as good as its out-of-print cousin. Sure it costs one more mana, and you have to chuck 10 cards from the game, but that doesn't change what the card does. Only have one card in your hand? Grab seven new ones. Yaaa, that sucks.



### Lake of the Dead

How would you like it if each of your swamps could produce five mana? Don't think they'd ever make a card like that! Guess again. Lake of the Dead takes a couple of turns to get into play, but once it's there, all your mana troubles will be history. Third turn Sengir Vampire without a Dark Ritual? No problem. Ihsan's Shade? No problem. Lord of the Pit? Cosmic Horror? Baron Sengir? We're talking serious mana production here. Now you can get all the stupidest, most expensive creatures out with no trouble.



### Yavinava Ants

What do you get when you cross a Ball Lightning with a Hungry Mist? A misty ball of hungry lightning? Not quite. The combination looks more like the butt-kicking Yavimaya Ants. With all of green's fast mana, the Ants are just as easy to play as a Ball Lightning, do almost as much damage AND they stick around for a while. Even if you can only pay the cumulative upkeep once, 10 damage in two turns ain't too shabby.



## Elvish Spirit Guide

Wow! A 2/2 creature for three mana! This thing rocks!!! Oh, wait a sec...while that may be ALL the Gray Ogre has going for it, the Elvish Spirit Guide has this one other nifty ability that's worth mentioning. Want to get a big creature out early in the game? Use the Spirit for an explosive start. Need some green mana in a pinch when you're tapped out? Once again, Elvish Spirit Guide to the rescue! Just got Power Sunk for one? Cast the Spirit Guide and beat the crap out of him.



## Honorable Mention

### Scars of the Veteran

Biggest problem with Reverse Damage? You have to save three mana to use it and it can't even protect your creatures. Not only can you cast Scars of the Veteran with zero mana and protect your creatures from an untimely Fireball, you can also make them HUGE in the process. You Fireball my Serra for four? I make it a 4/8! With its ability to protect up to seven points of damage for almost no cost, Scars of the Veteran is a must for any white deck.



### Stromgald Spy

Speaking of cool, the Stromgald Spy may not be the most powerful card in *Alliances*, but his ability is just too funky to not mention. Sure, you could take the easy route and use a Glasses of Urza and look at your opponent's hand, but it's so much cooler to send the spy in for a little bit of espionage. Now all we need is a white Summon Spy card so we can get the Spy vs. Spy deck going...



## Worst Card

### Mishra's Groundbreaker

Let's get this straight...with Mishra's Groundbreaker you get to pay four mana and use up a card to make one of your lands Lightning Bolt bait. This is a good thing? Wouldn't you rather draw a Bog Wraith or a Phantom Monster? Heck, we'd even settle for a Hill Giant or, gasp, Mercenaries. Oh yeah, we suppose you could use it to kill your opponent's lands, but, um, wouldn't it just be easier to use a Stone Rain or something? If you didn't have to sacrifice the Groundbreaker to use its special ability it MIGHT be a decent card...



## Ranking the Colors

### 1. Red

Big creatures, mass destruction, cards that do damage for zero mana...red's just about got it all in this expansion. Red still can't deal with enchantments, but MAN can it handle artifacts and lands. Forget Goblins, Kobolds and Dwarves...the apes are the big boys in red now. The best thing about the red cards in *Alliances* is that there are very few that are outright worthless. In fact, there are quite a few cards that will make an impact on the tournament scene.

### 2. Blue

Between Dismantling Returns, Library of Lat-Nam and Force of Will, blue has the most powerful cards of the five colors (though fewer of them). Complemented by a nice mix of countering ability, library manipulation and creature control, blue's got a nice set of cards. *Alliances* didn't really do anything to make all-blue decks viable, but it certainly made blue a color to be reckoned with.

### 3. Green

Once again, green gained a bunch of really

good creatures. Deadly Insect and Elvish Ranger may not be very exciting, but they pack a lot of punches. And although Kaysa's a legend, green finally got a card to give all of its creatures a boost. However, green got shafted on just about everything else. Toronado is practically unusable, and the various new enchantments just aren't exciting enough to put green any higher than third on the list.

### 4. Black

Black's got some really funky new abilities with cards like Ritual of the Machine and Stromgald Spy. Lim-Doll's High Guard is another useful weenie (2/1 first strike for three mana) and Dystopia is a horrifically powerful hoser—a must for the sidebar of any straight black deck. Still, overall, *Alliances* just doesn't add that much to this color. There are a few really good cards, but there are just too many that aren't terribly exciting.

### 5. White

White's got a lot of interesting cards, but nothing that'll really turn any heads. Scars

of the Veteran is funky because of its zero-cost, but every color's got that. As always, white's got some interesting, over-priced creatures, but nothing that's going to shake up the play environment. Of course, white players shouldn't complain. With white dominating the tournament scene, it's about time Wizards of the Coast held back a little.

### The Other Stuff

The artifact mix in *Alliances* is pretty good. There are some worthwhile artifact creatures, and a lot of twisted new abilities that can be added to any deck. For the most part, the gold cards are usable, with none costing more than four mana to cast, and no more than one of each color mana. As for lands, each color got a specific land. Some are great, some are okay, but none of them suck. It's always nice to see new lands, so no complaints here.

*Illust. artist Jeff Hanes. For McManis & Michael Zerk, please visit the homepage listing Mishra's Groundbreaker deck.*



# RAGE

# LEGACY OF THE TRIBES



The might of the Silver Fangs. / The moths of the Shadow Lords.  
The rites the Black Spiral Dancers. / The mysteries of the Garou.

THE LEGACY OF THE TRIBES.

Feel the

# RAGE



THE  
LEGACY  
OF THE  
TRIBES

and

# RAGE

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# CONTEST OF CHAMPIONS



Fantasy heroes, villains, gods and monsters square off in the First Annual InQuest Invitational Tournament.

By Rick Swan

Forget your World Series, your Super Bowl, your frag baseball tournament. You want action? Well, pal, here's as much as you can handle. We've rounded up the greatest fantasy figures of literature and legend, pained 'em all and turned 'em loose in a little something we like to call the First Annual InQuest Invitational Tournament. The result? Just some of the nastiest no-holds-barred brawls this side of Bill Clinton vs. Bob Dole.

As full-service fight promoters, we've included the pertinent physical statistics along with round-by-round breakdowns of the actual battles. And of course we'll tell you who won and how they pulled it off.

We didn't specify the lengths of the rounds, but you can assume they range from a few seconds to, in the case of Sauron and Cthulhu, a few weeks (some guys take forever to throw a punch). The heights and weights, however, are guaranteed accurate; we checked 'em ourselves with a tape measure and a bathroom scale.

There's the bell. Let's go, ringside!

## Godzilla

Height: 40 stories

Weight: One gazillion lbs.

Reach: 20 stories

Hygiene Tip: Always clean the pedestrians out of your toenails

VS.

## The Kraken

Height: Undetermined

(wouldn't stop wiggling)

Weight: Ditto

Reach: Double Ditto

Hygiene Tip: Runny nose? Use a hankie, not your tentacle

Here we have two spawn of the sea who've overdosed on ugly pills. When he's not sparring with Mothra and King Kong, fitness-conscious Godzilla likes to use Tokyo for a trampoline. The Kraken, divine instrument of

vengeance, enjoys capsizing ships and scarfing down sailors. Today, they're meeting off the coast of Norway, giving the Kraken a home court advantage. But I wouldn't worry too much about old tail, green and repulsive.

**Round One:** Bellowing and snorting, Godzilla splashes toward the awaiting Kraken.

**Round Two:** The Kraken hurls itself forward, encircling Godzilla in its tentacles.

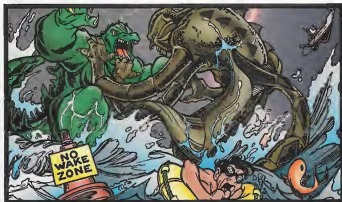
**Rounds Three-Nine:** A couple of rounds of thrashing and snapping give way to a few rounds of pounding and withering.

**Rounds 10-12:** The Kraken generates a whirlpool that sucks Godzilla under. Godzilla is dazed. The Kraken opens its jaws and hauls Godzilla toward its gaping beak.

**Round 13:** Godzilla blasts a cone of radioactive breath right between the Kraken's eyes. The Kraken makes a funny gurgling sound.

**Round 14:** Godzilla admires the sunset through the hole in the Kraken's head, then paddles away.

**Winner:** Godzilla



Art by Jeffery M. Brown

## Cthulhu

Height: Ate the tape measure

Weight: Ate the scale

Roach: Ate the second tape measure

Turn-Ons: Bubble baths, back rubs, a smoldering pile of burning cullists

vs.

## Sauron

Height: 5'11"

Weight: 180 lbs.

Roach: 37"

Turn-Ons: Walks on the beach, soft jazz, a head on a stick



"A monster of vaguely anthropoid outline, but with an octopus-like head whose face was a mass of feelers, a scaly, rubbery-looking body, prodigious claws on hind and fore feet..." Nope, that's not an InQuest editor after an office party. That's Cthulhu, the cosmic abomination described by night maestro H.P. Lovecraft. Facing off against the Unspeakable One is Sauron, Tolkien's prince of darkness, lord of all things dank and stinky. Cthulhu longs to polish off the human race. Sauron, would-be conqueror of Middle-earth, longs to wipe the smirks off

the faces of those snotty little hobbits. First, though, they've gotta deal with each other.

**Round One:** Cthulhu challenges Sauron to a sack race. (Just kidding.)

**Round One:** Devious creep that he is, Sauron decides to let his minions do his fighting for him. He rallies a horde of followers—corrupt warriors, dark spellcasters, cutthroat assassins—and sends them after Cthulhu.

**Round Two:** Cthulhu eats them.

**Round Three:** Undeterred, Sauron sum-

mons Baling, the Demon of Might, along with a pack of dragon-like fell creatures.

**Round Four:** Cthulhu eats them.

**Round Five:** Frustrated but determined, Sauron rounds up an army of orcs, led by his trusted lieutenants, the murderous Nazgûl.

**Round Six:** Cthulhu eats them.

**Round Seven:** Sauron stands alone. Cthulhu opens a few of his mouths. Sauron turns yellow and slithers away. Cthulhu has a sandwich.

**Winner:** Cthulhu



## Merlin

Height: 5'9"

Weight: 155 lbs.

Roach: 34"

Job Title: Quintessential Good Guy Magician

vs.

## Gandalf the Grey

Height: 5'10"

Weight: 165 lbs.

Roach: 35"

Job Title: Quintessential Good Guy Magician

In this clash of the geezers, will experience and virtue triumph over virtue and experience? Or will it be the other way around? Merlin, the all-knowing archmage of Camelot, has been a mentor to sorcerers and an adviser to kings. But Gandalf ain't exactly a slouch. As chronicled in J.R.R. Tolkien's "Lord of the Rings," the mighty Gandalf has defended Middle-earth from the forces of evil for untold eons. This should be good.

**Round One:** Merlin suggests they call off their duel. "I have seen the future, and it is I who will win, so what's the point?" Gandalf declines the offer. "Send me through the veil of death," he warns, "and I will return, stronger than before." Then he pelts Merlin with a hail of frogs just for being a wise guy.

**Round Two:** Merlin turns Gandalf's staff into a snake. Gandalf turns Merlin's beard into a wasp nest, complete with wasps.

**Rounds Three-Eight:** The battle escalates into a flurry of thunderbolts, wind storms and energy blasts. Neither mage seems much affected.

**Round Nine:** Merlin conjures a gaping crevice that swallows Gandalf, then closes. Flash with victory, Merlin teleports back to Camelot.

**Much Later:** Merlin is snoozing in his quarters when a daisy-fresh Gandalf materializes at the foot of his bed. "Told ya!" says Gandalf, then incinerates Merlin with a fireball.

**Winner:** Gandalf the Grey

### Elric

Height: 5'10"

Weight: 160 lbs.

Reach: 32"

**Pet Peeve:** Girls who like him just for his sword

vs.

### King Arthur

Height: 6'1"

Weight: 185 lbs.

Reach: 33"

**Pet Peeve:** Lancelot's bad breath

Elric, the tormented hero of the Michael Moorcock novels, is in a bad mood. Of course, you'd be cranky too if you had accidentally killed your girlfriend and been forced to destroy your hometown. Arthur, on the other hand, feels great. And why shouldn't he? He's got the Round Table and all those cool knights. He's got Guinevere, the Cindy Crawford of Camelot. He easily out-muscles Elric, who needs special potions to pump himself up. In fact, he's pretty much got Elric beat all the way around except, perhaps, in the sword department. Sure, Excalibur is one heck of a

pig-sticker. But Elric's Stormbringer literally sucks—souls, that is.

**Round One:** Elric sees Arthur rubbing a smudge from his helm. Convinced that Arthur has just given him the finger, Elric unsheathes Stormbringer.

**Round Two:** Arthur stands his ground, Excalibur held high. Elric charges.

**Rounds Three-Nine:** A whirlwind of clanking, lunging and jabbing ensues, with neither man managing a scratch. That's especially good news for Arthur, who no longer has the enchanted scabbard that protects him from harm. Morgan le Fay heaved it into a lake. (Whatta crum!)

**Round 10:** Stormbringer emits a soft, black glow. Wonders Arthur. What did Merlin say about that sword?

**Round 11:** Arthur nicks Elric's elbow. Stormbringer moans. Think, Artie!

**Round 12:** Arthur hacks off Elric's earlobe. Stormbringer trembles and howls. Oh yeah! The damn thing's alive!

**Round 13:** Elric scores, a slice to the cheek. Stormbringer commences to suck. Arthur kisses his soul goodbye.

**Winner:** Elric



### Gray Mouser

Height: 5'1"

Weight: 135 lbs.

Reach: 24"

**Most Embarrassing Moment:** Tried to pick his own pocket

vs.

### Zorro

Height: 6'

Weight: 180 lbs.

Reach: 36"

**Most Embarrassing Moment:** Put his mask on backwards, walked off a cliff

In this corner, the rogue: Zorro, the masked vigilante. And in this corner, the runt: Gray Mouser, master thief and tricker supreme. The suave and sophisticated Zorro (played by Douglas Fairbanks in the movies and Guy Williams on TV) is accompanied by his loyal companion, the deaf mute Bernardo. The conniving Mouser (star of Fritz Leiber's "Lankimer" stories) also has a loyal companion, Falhrd, who today, unfortunately, is attending a Viking convention.

**Round One:** Zorro instructs

Bernardo to watch his horse, Tomado, and stay out of the way. The Mouser checks his belt, his dagger, Cat's Claw, is safe and sound.

**Round Two:** Zorro spends a round making fun of the Mouser's name. The Mouser spends a round deciding which one of Zorro's organs he'll skewer first.

**Round Three:** "Draw your weapon!" shouts Zorro. The Mouser brandishes his sword, Scalpel. Zorro smooths his mustache.

**Rounds Four-Nine:** Thrust, parry, thrust, parry, smooth mustache, parry, thrust.

**Round 10:** Zorro lunges, attempting to carve his trademark Z in the Mouser's tunic. Mouser backs off at the last moment. Zorro only manages a 7.

**Round 11:** Rattled by his incomplete trademark, Zorro hesitates. The Mouser whips out Cat's Claw and hews it at Zorro, zapping him a new belly button.

**Round 12:** Bernardo rushes to comfort the fallen Zorro, who gasps, "How come you never learned to do that?" The Mouser swipes Zorro's billfold and Tomado's feed bag, then slips away.

**Winner:** Gray Mouser

## Odin

Height: 6'9"

Weight: 295 lbs.

Reach: 40"

Favorites: Practical Joker: Giving wedgies to Thor

vs.

## Zeus

Height: 6'10"

Weight: 315 lbs.

Reach: 42"

Favorites: Practical Joker: Scaring tourists with rubber dragons

This is gonna be close. They're both gods, virtually omnipotent and all but invulnerable. Olympian heavyweight Zeus favors thunderstorms, eagles and beautiful women. Asgardian bigwig Odin prefers blood-drenched battlefields, ravens and Sleipnir, his eight-legged horse. Odin wields Gungnir, a magical spear. Zeus is prone to—oh, who are we kidding? They're practically the same guy.

**Rounds One–718:** After agreeing to

use Earth as a battleground, they warm up with a few plagues, floods and earthquakes. Neither Odin nor Zeus suffers any damage, but the human race is wiped out.

**Rounds 719–12,043:** The fight rages on inconclusively. Earth can't handle the stress and falls to pieces.

**Rounds 12,044–850,214:** The battle shifts to the heavens. Planets explode,

stars are extinguished, civilizations collapse. Zeus and Odin remain pretty much unscathed.

**Round 850,215:** Getting nowhere, they agree to settle their differences with a coin flip. Zeus calls heads; he's the victor. Too bad there's nothing left to win.

**Winner:** Zeus



## Conan

Height: 6'4"

Weight: 235 lbs.

Reach: 37"

Age of Loincloth: 11 years

vs.

## Tarzan

Height: 6'2"

Weight: 210 lbs.

Reach: 35"

Age of Loincloth: 13 years

It's the Battle of the Beefcake as the lord of the jungle takes on the barbarian butt-kicker. They're two of a kind, uncivilized skull-crushers who share a penchant for savagery, an instinct for viciousness and an aversion to haircuts. Tarzan, the star of umpteen Edgar Rice Burroughs novels and a slew of lousy movies, is more agile and arguably more cunning. Conan, invented by Texan-born tale-spinner Robert E. Howard, has the edge in brute strength. Conan also carries a sword, which today he's

gonna have to leave at home; otherwise he'd turn Tarzan into Puma Chimp Chow. To make it fair, we'll give 'em both knives.

**Round One:** Tarzan crouches, moves around Conan in a slow circle. Conan, eyes ablaze, allows his warrior's rage to churn and rise.

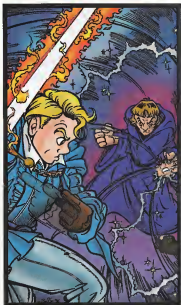
**Round Two–Six:** With a snarl, Tarzan leaps at Conan. They crash to the ground, a tangle of flailing arms and flapping loincloths.

**Round Seven:** "By Crom!" shouts Conan. Tarzan looks around for Crom, doesn't see him, resumes the battle.

**Round Eight:** Tarzan reverts to his animalistic self and sinks his teeth into Conan's neck. Big mistake, monkey boy!

**Round Nine:** Conan goes ballistic. Consumed with barbarian bloodlust, he filets Tarzan like a flounder. Memo to Tarzan: Never tick off a Cimmerian.

**Winner:** Conan



## Thomas Covenant

Height: 5'11"

Weight: 190 lbs.

Reach: 34"

Adversary with the Greatest Name  
(Creature Division): Drael Rockworm

vs.

## Rand al'Thor

Height: 6'

Weight: 185 lbs.

Reach: 36"

Adversary with the Greatest Name  
(Insect Division): Biteme

Thomas Covenant, the tortured hero of Stephen R. Donaldson's epic novels, is the defender of the Land and nemesis of the wretched Lord Foul. Rand, warrior supreme and sheepherder extraordinaire, comes to us courtesy of Robert Jordan's "Wheel of Time" series. In addition to their literary pedigrees, these fellows have a lot in common. They're both lover boys. Rand's head over heels for the dishy Elyane. Tom's got it bad for his beloved Joan. They're both handy with a sword. And when it comes to magic—well, let's put it this way: On a good day, either one of 'em could

make Merlin pull the sheets over his head and whine for his mommy.

**Round One:** "I have endured starvation, beatings and leprosy," Thomas proclaims.

"I wield the power of the One Source!" answers Rand.

"I have risked death in the Spoiled Plains, in Hotash Slay, in Kuash Qwellini!"

"And I wield the power of the One Source!"

"I command the almighty magic of the White Gold!"

"Uh, did I mention that I wield the power of the One Source?"

**Rounds Two-Sevens:** Rand fires up his Blade of Light. Tom infuses himself with the magic of the White Gold. They assault each other with bolts of green lightning and sheets of shimmering flame.

**Round Eight:** Though he's bruised, scorched and mangled, Tom keeps on coming. Rand gets nervous. Doesn't this schmuck know when to quit?

**Round Nine:** No, he doesn't. After all, what's a few whacks from a light blade to a guy who's had leprosy? Tom perseveres. Rand withdraws to lick his wounds and fight another day.

**Winner:** Thomas Covenant

## Garet Jax

Height: 5'10"

Weight: 170 lbs.

Reach: 33"

Number of Stars: 312

vs.

## Benedict

Height: 6'4"

Weight: 175 lbs.

Reach: 37"

(Number of Stars: 91 (but his are bigger))

Bring out the Band-Aids! Two of fantasy's premier fighters are about to feed each other a bag of knuckle sandwiches. Garet Jax, whose exploits are detailed in Terry Brooks' *Wishsong of Shannara*, is sort of a medieval ninja. Flint-eyed and cat-quick, he's as adept with his hands as he is with a blade. Tall, thin Benedict, from Roger Zelazny's "Amber" books, may look a bit scrawny next to Jax, but don't be fooled: He's a

master tactician and weapons virtuoso. He can use anything—and I mean anything—to send his enemies to the cemetery.

**Round One:** Jax suggests hand-to-hand combat—no weapons. "Fine with me," snickers Benedict, who sets aside his lance. Jax lays down his walnut staff, his sword and his knife.

**Rounds Two-Eight:** And they're off. A left to the jaw. A right to the kidney. A knee to the groin. Who's winning? Who knows?

**Round Nine-19:** They continue to beat the crap out of each other. This could go on all day.

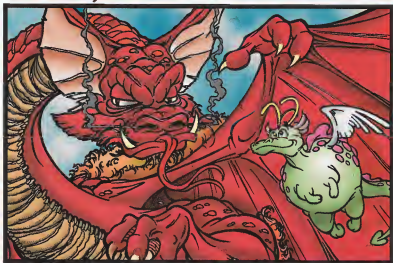
**Round 20:** Late for an appointment, Benedict decides to end it. He whips off his boot, clobbers Jax over the head, then stuffs the boot down Jax's throat.

**Round 21:** Jax collapses, choking, cursing himself for his ineptitude. But really, he never had a chance. How do you stop somebody who can kill you with a shoe?

**Winner:** Benedict



And finally...



### *Smaug*

Height: Er... You measure him  
Weight: Umpteen tons  
Reach: Long enough  
Likes: Hoards of gold, barbecued hobbits

vs.

### *Puff the Magic Dragon*

Height: Knee-high to a grasshopper (a really big grasshopper)  
Weight: Pleasingly plump  
Reach: For the sky  
Likes: Living by the sea, frolicking

At first, this might seem like a classic mismatch. Puff, the bright-eyed rascal immortalized in the exuberating—I mean, excellent—folk song, epitomizes benevolence and friendship. Tolkien's Smaug, the granddaddy of nasty red dragons, symbolizes avarice and doom. True, Smaug is bigger and stronger, and he has that flame breath going for him. But Puff has something better: the power of love. For inside Puff resides the potentiality of all humanity—nay, the entire universe—and with it the idea of utmost goodness, the durability of moral law and the triumph of hope over despair.

**Round One:** Smaug toasts Puff like a marshmallow.  
**Winner:** Smaug. Okay, so it is a classic mismatch.

And so it ends, at least for now. We've got plenty of other bouts on tap: Samson vs. Hercules, the Loch Ness Monster vs. Bigfoot (see "Famous Hoaxes" on page 66 for a preview), William Tell vs. Robin Hood, Rin Tin Tin vs. Lassie. But they'll have to wait until we hose down the arena—Cthulhu left a stain.



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# CONTEST

Wizards  
OF THE COAST

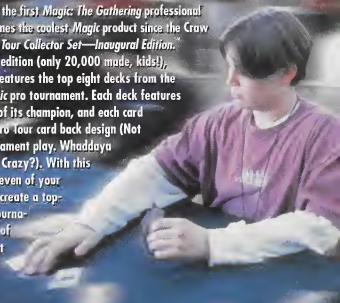
presents:

## "Play It Like the Pros"

c o n t e s t

In the wake of the first *Magic: The Gathering* professional tournament comes the coolest *Magic* product since the *Craw Giant: The Pro Tour Collector Set—Inaugural Edition*.

This limited-edition (only 20,000 made, kids!), slipcased set features the top eight decks from the inaugural *Magic* pro tournament. Each deck features the signature of its champion, and each card features the Pro Tour card back design (Not legal for tournament play. Whaddaya think we are? Crazy?). With this set, you and seven of your buddies can recreate a top-flight *Magic* tournament any day of the week. That is, if you're worthy of a set like this.





## Huh? What's That Mean?

Think you're good enough to hang with the best in the biz and win these decks? Then you've gotta prove it! Show us your knowledge by telling us what your favorite killer two-card Magic combo is. The best combos can win these...

## ...Professional Prizes

**GRAND PRIZE (1):** One reader whose card combo is deemed the best will receive a *Magic Pro Tour Collector Set—Inaugural Edition*. That's all eight decks, ready to roll! And just 'cause we're such nice guys, we'll spice up your current deck with a booster box of *Alliances™* packs, Magic's newest expansion.

**Second Prize (10):** Ten readers whose combos are still lethal, but not the tops, will each receive 10 *Alliances* booster packs. Still not too shabby for writing down two card names.

This month's contest is sponsored by Wizards of the Coast®, the pros in the know.



### Professional Legal Maneuvers

As you check necessary. Contest is open to anyone except employees of Wizard Press, Wizards of the Coast and their immediate families or professional lawyers. Prize pool money, date of birth, address, city, state, zip, telephone number with area code and two recent Magic combos on the official entry form as a 3 1/2 x 5 1/2 inch index card. Entries may have as few as one. Mail each entry separately to: Play It Like the Pros Contest, c/o Wizard Press, P.O. Box 118, Congress, NY 10920-0118. We acknowledge receipt of all entries received prior to the closing date of the contest. But you can photograph the entry form before filling it out. A post due 1 week before your magazine. All entries become property of Wizard Press and how will be returned. All prizes (Grand, 2nd and 3rd) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the name of contest winners and are not transferable. Offer valid where prohibited, regulated or restricted by law in a country associated with the prize pool and rules listed. Sometimes I live in the country, sometimes live in town. Sometimes I have a great notion to buy in the time and down. All entries must be received at contest headquarters by July 31, 1996. Wizard Press is not responsible for lost, late, misdirected or restricted entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prizes winners will be selected based on mail by meeting all proper requirements by Wizard Press. Prizes will take place on August 15, 1996.

For a list of winners, available after August 15, 1996, send a self-addressed stamped envelope to: Play It Like the Pros, Wizard Press, P.O. Box 118, Congress, NY 10920-0118.

Fill this sucker out, put it in an envelope and send it to:

## Play It Like the Pros contest

c/o Wizard Press, P.O. Box 118, Congress, NY  
10920-0118. Deadline is July 31, 1996.

Deadline is **July 31, 1996**  
**PLAY IT LIKE THE PROS**

Name \_\_\_\_\_

Age \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_

Zip \_\_\_\_\_

Phone ( ) \_\_\_\_\_

Best Killer Two-card Combo

# [on deck]

Reviewing  
the latest  
releases in  
collectible  
card games

## Netrunner



the box

netrunner



**Publisher:** Wizards of the Coast in collaboration with R. Talsorian Games

**Genre:** Cyberpunk

**Set Size:** 374 cards

**Release:** April 1996

**Packaging:** Starter sets containing one 60-card Corporate deck and one 60-card Runner deck; booster packs of 15 cards

**Suggested Retail:** \$17.95 per starter set; \$2.95 per booster deck

The most precious commodity in the world is something that cannot be registered in any bank account. It is bought and sold daily, but truly owned by none who possess it. It's information, and the battle to control it is the core of Wizards of the Coast's latest masterpiece, *Netrunner*. *Netrunner*'s world is derived from *Cyberpunk 2020*, R. Talsorian Games' vision of a dark future when the capabilities of technology have been bent to ends that are both astonishing and terrible. The Corporations plot in their skyscrapers, working to achieve their Agendas—some beneficial, some malign, but always profitable. Opposing them are the Netrunners, daredevils out to stop the Corporate plots or just sell them to the highest bidder.

These two rivals meet in *The Net*, the global computer network where the lines between digital dream and reality are blurred. In *Netrunner*, each player assumes the role of one side.

*Netrunner* is played using modular turns. Instead of having a draw phase, an attack phase and so on, each side is permitted a certain number of actions in its turn. An action can consist of drawing a card, drawing a "bit"—a token representing money, power and influence—from the "bit bucket," placing a card into play or any of a dozen other things. These actions can be duplicated or ignored as you choose; you design your own turn. The *Netrunner* starts with four actions per turn. The Corporation gets a mandatory card draw and three actions. Extra actions can be obtained through cards in play.

As the Corporation, your game revolves around the establishment and protection of data forts, where all plans and assets are kept. Three of these are permanent: *Central Data Forts*, *Research & Development* (your deck), *Headquarters* (your hand) and the *Archives* (your discard pile).

The other data forts are subsidiaries. Think of them as World Wide Web pages on speed. In subsidiary data forts, you'll find either an agenda or a node. Agendas are the real prizes; they are the secret plans, the corporate takeovers, the private wars and the boardroom dealings that are the life and death of any company. Nodes represent the other projects the company is involved in, things like advertising, recruitment and development. Nodes are not as important as agendas for victory, but they're easier to use and can provide lots of assets for the Corporation.

The Corporation can spend an action and a bit to advance an agenda or node, bringing it closer to fruition. Each node and agenda has a difficulty number to indicate how many times it must be advanced in order to take effect. A node that has been sufficiently advanced is activated and can be used repeatedly, but stays in play in its data fort. An advanced agenda is taken out of the game and gives the Corporation points toward victory, although some maintain an effect on the game even after they're achieved. The Corporation wins by advancing seven points' worth of agendas to completion. (Or by flying the *Netrunner* to a crisp. But that comes later.)

The data forts are protected by intrusion countermeasures electronics—ICE. These are programs designed to keep the Runner from accessing the agendas and nodes in the forts. Some of these simply prevent the Runner from going further into the fort. Others erase his programs and destroy his equipment. Still others, called *Black ICE*, are programmed to kill the intruder or wipe his mind completely.

The Runner's game is simpler—he must break into the Corporation's data forts. Once he gets in, he can access a single card. If this card is a node, he can pay a cost in bits and cause it to be discarded. If this card is an agenda, he can "expose" it, taking it out of play with no benefit to the Corporation and keeping the victory points to himself. If the card is neither, he places it back where he found it. The Runner wins by stealing seven points' worth of agendas from the Corporation.

As the Runner, you can attempt a break-in on any data fort, including R&D and the Headquarters—yes, this means you can search your opponent's hand and deck for agendas. However, all ICE and cards in data forts are played face-down, so you never know what you're up against.



## [breakdown]

### netrunner card description

**A. Rex Cost:** The number of bits required to turn the card face-up and allow its effects to take place.

**B. Card Name:** Hummmmm.

**C. Art:** The pretty stuff.

**D. Keywords:** The keywords indicate into which of the various categories the card falls. This card is Ice, Black Ice, Sentry, AP (Anti-Personnel) and Zombie.

**E. Ice Subroutine:** What the Ice does. All encountered subroutines take effect unless bypassed by a Runner's programs.

**F. Ice Strength:** The power of the Ice. A subroutine can only be bypassed by an Icebreaker with a strength equal to or higher than its own.

**G. Commentary:** Flavor text.

**H. Illustrator:** The person who did the pretty stuff.



until you take a chance and confront it. Is that card an agenda that can be stolen for victory or just a node that you can trash? That Node just might be a trap, waiting to destroy you.

In order to slip past Corporate ICE, the Runner assembles a variety of software and hardware, which he powers by spending bits. It's vital to have an offense to get past each defense—otherwise the Runner will find himself looking on as the Corporation advances itself to victory. However, software takes up space (one memory unit per program), and the Runner initially only has four memory units that can be filled.

Each piece of software—called an ICEbreaker—is tuned to a particular type of defense: some are built to break through walls, others to get past artificially intelligent hunters. If the strength of the ICEbreaker is equal to or greater than that of the ICE, the Runner can use the ICEbreaker to turn off one of the ICE's effects, or subroutines. Since most ICE have more than one subroutine, it can cost many bits to overcome a single piece. Get past all the pieces of ICE and you can reap your reward.

The Corporation has two other defenses that the Runner must keep in mind. The first is the threat of a Trace; if the Corporation manages to "tag" the Runner, it knows where he is and can cut him off from his resources. The second is the threat of damage—each point of damage done to the Runner forces him to discard a card from his hand. If the Runner is forced to discard more cards than he has, he's dead. As if that weren't scary enough, there's a type of damage called, appropriately enough, brain damage which reduces his maximum hand size by one, making it easier to kill him later.

One of the beautiful characteristics of Netrunner is that, even though each side has powerful cards that might be considered "game-breakers" in other systems, the game balances itself without resorting to forced card limits or other arbitrary measures.

The Corporation gets to go first, and may have an unlimited amount of resources in play—after all, it has billions of dollars to spend and has been in business long before the Netrunner bought a Fisher-Price My First Cyberdeck. However, the Corporation gets fewer actions in its turn, and must worry about defending its sprawling areas of virtual real estate.

The Runner has more actions and, some would say, more freedom in play because all he has to worry about is himself, rather than the management of a conglomerate. The Runner can also set the pace of the game, choosing when to attack and when to stay home. What's the Runner's weakness? The Runner can die.

Richard Garfield has already sent us to the heights of fantasy with *Magic: The Gathering* and through the blood-stained city streets in *Vampire: The Eternal Struggle*. Now, he completes the hat trick in the digital dreamscape of Netrunner. Download this one to your hard drive—it's a keeper.

—Jason Schneiderman

## [the good]

• How can you tell this game is a classic waiting to be discovered? Because even the most degenerate deck designs aren't undecipherable. The balance is built into the system, not imposed from outside.

• No lectures or fast facts—which means no endless listing arguments. And no tapping!

• The computer-generated art is spine-chillingly beautiful.

• The game is playable straight from the box, and is easily taught. Once the books are learned, you can make the game as complex or as simple as you prefer. But see below.

## [the bad]

• Wizards of the Coast doesn't seem to know what to do with the game. The instruction manual is interesting to read, but trying to learn the rules from it is an exercise in frustration. (What does "accessory" mean exactly?)

• This is a hit, but there's no provision for multiplayer play.

## [the ugly]

• The tournament rules have just been developed and posted on the Wizards of the Coast Web page. Look for them to spread up or year local magic hours.

• Speaking of Magic, there are lots of inside jokes for players. I'm not going to give them away, but here's a clue: Check out the coffee tag on the Reverse Microchip Deal card.

# on deck

Reviewing  
the latest  
releases in  
collectible  
card games

## Killer Instinct

**G**ood news, video game fans: You no longer have to spend all your hard-earned cash on your favorite video game *Killer Instinct*. You can now spend it on the collectible card game instead. That's right, no more having your head handed to you by a four-year-old with freakishly fast reflexes. With the card game, you get the added bonus of keeping your cards after someone playing *Gladius* whips your butt.

The first offering from Topps, a company more known for its sports cards than trading card games, does a good job of capturing the feel of *Killer Instinct*, far better than Brady Games did last last year with its *Mortal Kombat* CCG. Topps worked closely with Rareware and Midway on the creation of the game and filled in a lot of blanks surrounding the *Killer Instinct* world. They provided a lot of the artwork as well as more background information on all the characters and Ultratech, the dark megacorporation that seems to control most of the 21st century. Ultratech is everything one has nightmares about. It's big. It's all-powerful. The Law doesn't apply to them because they own most of the police force. They perform atrocities in genetic mutation, like the experiment that created Riptor.

Who will stop this evil? You, hopefully... but hey, no pressure.

Each player takes the role of a shadow corporation, a company living on the fringes of Ultratech's influence. You're looking to gain enough credits to topple the mega-corporation, and in the 21st century the easiest way of scoring huge amounts of cash is the *Killer Instinct* world-wide fighting circuit. Fighters from every corner of life meet to turn each other into bloody pulp. Its television ratings are like the Super Bowl, the World Series and the O.J. verdict rolled into one. The shadow corps that finances a winner becomes filthy rich in no time.

How do you enter the circuit? Each player stacks his deck with one fighter that your corps has signed. And don't worry if you and your opponent are playing the same warrior: Cloning in the 21st century is apparently widespread. In addition to your fighters, your deck will contain important fast effects and some of your other personnel like hackers or cheerleaders.

The card game, much like the video game, is all about duking it out with your opponent. You begin the game with one fighter already signed. This is called a "fighter stack." Each stack contains seven moves, one of which must be that warrior's special attacks. This move card must be face up on the stack to show your opponents which fighter you've signed. The move card must also be a special move, and all the special moves in a single fighter stack must be for the same fighter.

When you're ready to begin combat, one of your fighters faces off against one of your opponent's. Each warrior begins the combat phase with 28 hit points. Combat is played out in sequences of seven moves—cards revealed simultaneously with your opponent—with the players attempting to play moves they think will hit the other fighter.

All moves have speed (quick, medium, force) and placement (low, high, jumping) values. Moves will land based on three things: how fast your move is, where you place your move and what move your opponent plays. Fast moves will usually land, but do very little damage, one or two points at most. The slower moves rarely land, but pack a punch. Shot placement is also very important. High moves hit jumping moves, jumping moves hit low moves. Low moves hit high moves. After the moves are revealed, players match the top of their card against the top of their opponent's card. If your "headline," the splatters of blood across the top of most move cards, hits his damage number, you've hit him. If not, chances are you've just been attacked.

If you can string together the proper sequences of moves together, you can wallop your oppo-

the box

**Killer Instinct™**



**Publisher:** Topps

**Designers:** Greg Gordan and Shane Hershey

**Genre:** Fighting Video Game

**Set Size:** 363 cards

**Release:** June 1996

**Packaging:** 60-card starter decks; 12-card booster packs

**Suggested Retail:** \$9.95 per starter deck; \$2.75 per booster pack

\* Review and rating based on play test cards

[ratings]



THE BEST



TOP NOTCH



GOOD



OKAY



WEAK



POOR



## [breakdown]

### Killer Instinct card description

- A. Fighter Name:** Fulgore
- B. Bloodline:** If your opponent's damage number falls within the bubble of blood, your move hits him.
- C. Damage:** If you manage to hit your opponent, this is how much damage the move does.
- D. Card Name:** Lasso Storm!
- E. Combo Markers:** The left combo marker represents the move that's being played. The right combo marker is only used when

- a move hits. If they hit, you get a free "virtual" hit equal to the lesser of the two hits.
- F. Artwork:** Screen shot of Fulgore from the Killer Instinct arcade game.
- G. Card Type:** Special move.
- H. Special Rules:** Explains what kind of attack it is: High Medium Energy Attack.
- I. Card Quote:** In this case, some arcade computer jargon we're not hip to.



## [the good]

- Close enough to the video game, you feel you should be giving your opponent quarters for each game.
- Combat is simple to learn and exciting to play.
- Expands on the Killer Instinct Universe for fans who just can't get enough.

## [the bad]

- When you're not in combat, the game drags a little.
- The top card of your fighter stack is shown to your opponent and tips your hand to what the first move will be.
- Artwork leaves a lot to be desired.

## [the ugly]

- The game could tell you're a cheesy player, those who are more interested in winning than having fun.

ment with a combo. Yep, that's right, just like in the game. If your opponent falls below four hit points, you may be able to land a danger move, which usually results in a gruesome and instant end for him.

Effects remain in your hand, unless they are a permanent effect such as shadow corps personnel, weak spot or enhancement, in which case they may be put in play. Weak spots have qualifiers such as "high fierce," which adds a blood splotch to any one move being played that would allow that move to hit high fierce moves in addition to what it already can hit. After it is used once, the effect is discarded.

During a match, fighters each play seven move cards per sequence. After each fighter has played the seven moves, the sequence is over and both players pick up the moves, discard any effects played during the sequence and begin a new sequence using the same stack with all the moves from the previous sequence available again. Fighters continue to battle this way, taking as many sequences as necessary to deal 28 points of damage to their opponent. As soon as one fighter has suffered 28 points of damage, the match ends, and the other fighter is the winner. The loser holds up the cards in his fighter stack, and the winner pulls out one at random and throws it in the discards pile. If the loser was unlucky enough to be hit by a danger move, the entire stack gets discarded.

A turn works in the following order:

**Draw Phase:** Each player draws two cards and adds them to his hand. Hand size is unlimited. Players may exchange cards between hands and fighter stacks. Stacks with less than seven move cards are unsigned. Since you may add any number of moves during the draw phase, stacks become signed when they contain seven or more moves.

**Promotion Phase:** This phase determines who fights who. Each player will have one warrior fight. This can be random or player's can start a bidding war. In a bidding war, all bids are made with victory points. Players make their bids in secret and reveal them at once. The highest bid wins. If there is a tie, no one wins. A player who wins the bidding war may choose who fights who this turn.

**Combat Phase:** The player in each combat with the most signed fighter stacks may play an arena card. Arenas determine where the fighters will duke it out, and often favor one fighter, and give him added bonuses. Since each individual fight takes place separately, several fights can be going on at once and be in different arenas.

**End Phase:** Each player checks for victory. If any player (i.e., Bob) or single fighter (i.e., Fulgore, Orchid, etc.) earns three wins, the game ends and all victory points are totaled up. The player that can account for the most victory points wins. Example: If Bob controls Fulgore and Joe controls Fulgore, and Bob's won a match, while Joe's won two matches, the game ends. If it was just between Bob and Joe, the player with the most victory points wins. Since there are no individual turns in Killer Instinct, this is a simultaneous check for all players.

A minor flaw in the game is that the top card of your fighter stack is shown to your opponent. This is easily remedied, however. During playtesting, we resorted to using each fighter's draw effect to cover the stack. Thus revealing the fighter's identity, but not a move.

Overall, Killer Instinct is a good game. It is quite possibly the best fight simulation game on the market. Its minor flaws are hidden by an easy, exciting and fun combat system. It mirrors the video game well enough to attract the coin-op game fans, and well worth the money veteran gamers as well.

-Will Chase



Killer Instinct™ & © 1994 Incredible Games™

# INQUEST

## profile

### LIZ DANFORTH

**"O**lder than dirt." That's how Liz Danforth describes herself, noting that the only fantasy game she had growing up was cowboys and Indians. Though she loved fantasy and science fiction, she majored in anthropology at Arizona State University and expected that art would be "nothing more than a hobby."

The birth of fantasy gaming turned that hobby into a vocation. For most of her career, Danforth has been known primarily for her black-and-white ink work for Iron Crown, FASA, Game Designer's Workshop ("Rest in peace," she comments) and others. Her first professional work, in 1975, was a cover for a flying Buffalo magazine called *Supernova*.

"I did a 'supernovating' sun with spaceships fleeing away from it."

Her work for Wizards of the Coast's breakthrough collectible card game, *Magic: The Gathering*, has allowed Danforth to expand her painting range. "If I were a writer, I'd say I was still finding my voice [in color work]. *Magic* cards provide the perfect venue to hone my skills."

Danforth lists 19th-century English artist Aubrey Beardsley as a strong influence on her early ink work. "Everything was very sinuous and organic," she says. "Clean line work, strong lights and darks—that definitely affected my black-and-white work."

She also aspires to the "otherworldliness" of 19th-century American painter

Howard Pyle, Maxfield Parrish and N.C. Wyeth (who studied under Pyle). "I want to achieve the...sense of [an] 'other place' where you could almost step into the painting."

Her strangest experience involved a piece called *With a Knot in My Stomach*. Begun as a sketch done "in an emotional furor" ("I'm glad I don't feel that way anymore" is all she reveals now), she later painted it for a gallery show. Danforth says the piece, which shows a human body twisted as if it were made of rags, gets more response than any of her other work. The reaction surprised her, since she thought the unusual art wouldn't interest others. One viewer reportedly said, "A lot of the pieces in this art show are supposed to scare you, but that one really does."

Danforth has authored a few stories published in various game-related anthologies, but laments that she has little time to write. "I can show pictures, but I can't tell stories about them. I'd like to share that aspect of my imagination with people."

Look for upcoming examples of Danforth's work in the *Alliances* expansion for *Magic*, the *Dragons* expansion for Iron Crown's *Middle-earth* CCG and the *Mirage* stand-alone set for *Magic*.



*Selling of Gold, 14th-15th Century, Hans Holbein the Younger*

Favorite work by another artist...

Hans Holbein's *The Ambassadors* is a picture of wealthy, powerful men in full Renaissance costumes—fur, gold, velvet—but at the bottom of the painting is a gray smudge. When viewed at an angle, the foreshortening effect creates the image of a skull, a symbol of death hidden among the symbols of power.

Favorite munchie at 2 a.m....

Bread, especially rye and multigrain. I'm a "breadaholic."

Things you collect...

Unusual things—crayfish claws, strange rocks, odd jewelry—to look at for ideas while I'm working.

Favorite TV shows...

"The X-Files," "The Simpsons."

Last good book you read...

The 1811 *Dictionary of the Vulgar Tongue*, which is full of university slang and underworld dialect. I'd like to write a story with characters using that sort of speech.

Last good movie you saw...

"Braveheart." I appreciated the realistic sword-fighting—none of this silly "Oh, you've poked me in the shoulder" stuff, but swords really slashing into people's faces. That makes up for the factual inaccuracies.

Favorite roleplaying game...

I started with [Flying Buffalo's] *Tunnels and Trolls*. With so little free time, I don't play much, but my friends and I enjoy using *Stellar Games' Destiny Deck*: Draw a few cards to create the atmosphere and the goal, and then just make up the adventure as you go.

Favorite comic strips...

Calvin and Hobbes, Solly Forth and Dilbert

Nickname and how you got it...

Just Liz. I've always wanted a nickname—I have friends nicknamed Bear and Ugly John—but I've never had one.

Favorite musical performers...

I especially like the Celtic styles; also Jethro Tull, Alan Parsons. Costume worn the last time you went trick-or-treating...

During my freshman year in high school, I dressed up as Willy Wonka, and my friend dressed as an Oompah-loompa, and we went door-to-door passing out candy to the people in their houses. We got a lot of really strange looks!

If you were an all-powerful wizard, what you would do with your powers...

I would create tolerance in all people. I'd solve ecological problems. On a more selfish note, I'd make myself weigh 120 pounds.

VITAL STATS: LIZ DANFORTH



Illustration by Liz Danforth

**Name:** Liz Danforth  
**Born:** 1953 in Rockford, Ill.  
**Occupation:** Artist and writer  
**Base of Operations:** Phoenix, Ariz.  
**Career Highlights:** Artwork for *Magic: The Gathering* longtime personal and collaborative relationship with game designer and author Mike Stackpole



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# 300-CARD MONTY

By Andrew Kardon

**Pack your shirubbery—  
"Monty Python and  
the Holy Grail"  
is invading  
the CCG market.**



Sir Lancelot and his page Concord



**A**nd now for something completely different...

No, it's not a man with three nostrils, it's an all-new collectible card game based on "Monty Python and the Holy Grail," the 1975 movie by the wacky British comedy troupe known to them and us as Monty Python.

Put out by Illinois-based Kenzer & Co., the proposed 300-card set should find its way into stores everywhere this June. So dump all your Shrivans and Moxes—all you need for this game (besides a starter and some boosters, of course) is a quick wit and a bit of levity.

## So How Do Ya Play?

As King Arthur, your objective in the *Monty Python and the Holy Grail* CCG is to lead your Knights of the Round Table in search of the Holy Grail.

"The way you start," says co-designer Brian Jelke, "is by laying out 14 cards [from your deck] in front of you, sort of shaped like England. You need to move your knights through [your own] England one space at a time. Once you get through those cards, you get to an area on the board in front of you that we call Avalon, which we refer to as the Grail Level. There you have a chance at finding the Holy Grail."

As you move through England, you'll encounter such familiar adversaries as hostile knights that go "Nih!" and others that'll bite your leg off even after you've dismembered them, a killer rabbit with nasty big pointy teeth, the Legendary Black Beast of Aaaaargggg! and all kinds of monsters. You either combat them or try to outwit them. Meanwhile, your opponent's doing the same thing. And all the while, you're playing cards on each other to stop one another from reaching his goal.

Deck building can be a bit tricky, says Kenzer President and Python co-designer David Kenzer. "The tougher you make your deck," he says, "the more likely your England's gonna be really hard to get through. If you go ahead and buy tons of cards and you've got all the Killer Rabbits and Legendary Black Beasts and Frenchmen you can get your hands on, you may have to fight those guys yourself."

"But there's still strategy, because when you build your deck, if you put in a Legendary Black Beast or two,

you're probably gonna want to put in a couple of Cartoonist Dies cards. The animator has a fatal heart attack and it eliminates the cartoon peril. It's just additional strategy."

One of the key points of the game is that each card has two abilities on it. "You'll have a primary aspect of the card," Jelke explains, "like an event or a taunt or something. It'll have a picture for example of the Frenchman, the quote on there and some effect that would generally harm the other player. If you don't want to use it for that, there'll be a smaller box on the side that just says something like 'or plus one combat.'"

"We think that's gonna be a pretty strong aspect of the game. It'll mean that every turn, you should be able to use a card for something. You won't just be sitting there waiting to draw out a particular type of card."

If you like waiting for specific cards, don't worry: There'll be plenty of Item and weapon cards such as the Trojan Rabbit, a Shrubbery and the Holy Hand Grenade. Of course, these things are pretty heavy to carry around, but Jelke offers a solution. "All the knights have to have a page. In order [for a knight to join your party], you have to bring out a page from your hand, because somebody has to carry his stuff."

"That brings another element to the game. Maybe you can't hurt the guy's knight, but if you somehow kill his page, then his knight will go away."

Deceased characters go straight to the discard pile, or, as Kenzer & Co. call it, the dead cart. You'll have at least a slim chance of resurrecting your characters, however: The game contains an "I'm Not Dead Yet" card.

## Something Completely Different

Kenzer & Co. has added a number of unique aspects to the game to ensure that the zinness found in the movie transfers over to the CCG.

"We have a quote on almost every card," Jelke reveals, "and we're gonna put in the rules that you have to read the quote in order to make the card take effect. If you wanna be a rules lawyer





For example: Name five characters that John Clee played in the movie. And if you answer the question then that's fine; if you fail to answer the question then you're subject to some nasty effect like losing a knight. It's a pretty unique type of card that I haven't

don't succeed in finding the Grail with it, you're sent all the way back to the bottom level.

### Can You Picture That?

The art for the cards is largely being taken straight from laserdisc, with only a small amount of original art being used for borders, card backs, symbols and a few other things. With some 90 minutes' worth of film, there are plenty of pictures available.

"The more time I spend going through this movie and trapping pictures," Kenzer says, "the more funny stuff I find. There's gonna be cards that people look at and say, 'I don't know where that came from in the movie.'"

"I was working on one last night, the part where they just ran away from the Frenchmen and Lancelot says something like, 'The fiends, I'll tear them apart.' And Arthur's like, 'No, no, no,' and he holds him down."

"When you're watching the movie, you're always looking at Lancelot and Arthur because that's where the action is. But when trapping a shot for the game, I'm looking at the other people's faces to make sure they aren't blurry and stuff."

"In that particular scene, Brave Sir Robin is hilarious. He's got his shield half up, he's hiding behind it, he's got this petrified look on his face. I was just cracking up. That stuff you just don't see when you're watching the movie because your eyes are attracted to the action. So we've got virtually an infinite number of cards we can come out with."

That being the case, the company has tentatively scheduled its first expansion set for March of next year.

### How The Quest Was Won

Back in 1993, Jelle, Kenzer, Steve Johanson, Mark Schultz and Adam Niepornik decided to turn their hobby, roleplaying, into a business, and thus was

and your friend's not reading the quote, well, you can say it doesn't work.

"The other thing that's kinda popular, but some [play-testers] didn't want to do it, are these song cards. There's a limited number of songs in the movie, like 'Brave Sir Robin.' And the idea of the card is that it'll have a verse. You play it on the other player and he needs to stand up and sing the song; otherwise, some bad effect takes place. It's nothing too extreme, but at the same time it'll be kind of silly if we start doing tournaments and we've got people standing up singing songs."

That's not all. Players should be sure they know such complex facts as their own names and their favorite colors. That's right, you'll be facing the Bridge Keeper—who has trouble differentiating between African and European swallows—and he won't let you pass until you've answered three questions.

"The first ones, of course, will be easy," Jelle says. "Like 'What's your name?' or 'What's your quest?' And the third one will be a trivia question on the movie, the Pythons or something else."

seen in any other card game."

Plenty of strange cards abound, including the one Jelle's currently working on, Intermission. "You play it and your opponent has to go take a break. You're allowed to take your turn while they're gone, so I guess you're on your honor. The main point is that he can't play cards on you then. We're gonna test that and see how it works. I can't guarantee that it'll be in the final version."

But quite possibly the most intriguing (and potentially cheesy) card is one that can win it all for you in one shot. "If you have the right card," says Kenzer, "you can win the game on turn one. There's a card that lets you jump all the way to Avalon from wherever you're at and lets you make a roll for the Grail. It's called Last Chance."

Obviously, you're supposed to save the card for a last-ditch effort when your opponent's mere moments away from winning the game, but you can take a shot at winning right away if you're dealt the card in your first hand. If you



By Bowyer for the author's book

born Kenzer & Co. The company's fantasy roleplaying campaign product line, *The Kingdoms of Kalamar*, is slowly gaining speed thanks to some positive word of mouth, and the company's hoping that Monty Python will really put them on the map.

Initially, the group wanted to put out a board game, so they all began searching for certain licenses, reveals Kenzer. "Brian [Jelke] actually made this big list of movies, and we were kicking around some ideas. Then we decided to seriously think about something we might want to license. Hell, [I'm] an attorney that does intellectual properties licensing for a living, so why don't we use that?"

"I think I went through my movie collection and started looking at them, and I was like, 'Holy cow, Monty Python! If we can't sell that to gamers, then we know we should just quit.'"



"So I called Brian up and he started going through his list, and I told him to stop because I had the ultimate game. As I described it to him he agreed that it was the ultimate license. The funny thing was, it was on his list, but it was like 30 down—under 'The X-Files' and above 'The Lion King.'"

So Kenzer & Co. called up Python Pictures and, since nobody was doing anything with the license, got the rights. It didn't take long for the group to change its mind and do a CCG instead of a board game. And Kenzer & Co.'s been happy ever since.

"We want people to be laughing out loud when they play this," sums up Jelke. "We're having a great time designing it and if people have half as much fun playing it as we've had designing it so far, then I think it's really gonna be a success." ☺

Andrew Kardon, item, heartthrob and copy editor for Wizard: The Guide to Comics, copies his favorite games to Bruce—no, bka. [bruce@bbs.com](mailto:bruce@bbs.com)

# THE CHOSEN ONES

## Monty Python and the Holy Grail's Coolest Cards

Y'know, sometimes the best cards in a game aren't the most powerful or expensive ones. Sometimes they're just the most fun. So we asked Monty Python and the Holy Grail game designer Brian Jelke for his opinion on the neatest cards in the set. Here's what he said:

**Famous Historian and Slaying of the Historian:** While the Historian can help you out during the game, if your opponent tosses out a Slaying of the Historian card, your game ends in a certain number of turns. "This is a game winner and darkly hilarious at the same time."

**Knights of the Round Table Song** (three cards, one verse on each): Stand up and sing or suffer the consequences! "I love to hear Adam [Nieppomnik] butcher this song. Especially the word 'indefatigable.'"

**Get On With It:** If your opponent's moving too slow, you play it on him and it becomes your turn. "The perfect card to use on Mark [Schultz] and all other slow indecisive people."

**Grail-Shaped Beacon:** Castle Anthrax and its residents, like Zoot, distract your opponent with false, uh, leads. "Knights are drawn to it like moths to a flame. Another game winner, and one of the cards developed early on."

**Sir Robin:** "Weak as a child but he can't be killed in combat because he just runs away. Pretty cool indeed."

**The Legendary Black Beast**

of Aaaaarrrggggg! Sacrifice someone from the Round Table just for encountering the beast. Then face a nearly hopeless battle. "This is probably the toughest monster in the game short of the killer rabbit—another cool card, but you'll have to wait to hear about that one."

**Repression:** "Allows a knight to throw chivalry out the window and get rid of those pesky peasants such as Dennis."



**The Holy Hand Grenade of Anti-oach:** "O Lord, bless this thy hand grenade that with it thou mayest blow thine enemies to tiny bits, in thy mercy." "Nuff said."

**Get Slop Poured on You:** Rude Frenchman at Castle Aaaarrrgg dump... slop... on Arthur in the movie. In the game, your humiliated knight must fight an opponent. "If used in conjunction with a tough monster, your opponent is almost guaranteed to lose his best knight."

All the taunt cards: "I love to read the quotes. The effects are pretty useful too. I was teaching these Swedish guys to play at the GAMA trade show. Imagine the sound of a Swede speaking English but doing a

French accent. We're going to be really big in Sweden."

—Andrew Kardon

NOW GO AWAY BEFORE I TAUNT YOU A SECOND TIME!



Thou damn French!

The InQuest Q&A:

# ALAN DEAN FOSTER

"Star Trek,"  
"Star Wars,"  
"Alien"

—Alan Dean Foster's  
novelized 'em all.  
Now the writer of  
original as well as  
adapted science fiction  
and fantasy tells *InQuest*  
why he can't stand  
Hollywood and why he  
deserves a little respect.

By Anthony Delgnan-Cabrera

## THE PROFESSOR IS IN.

Dressed in a dark gray/green flannel shirt, jeans and a pair of black slip-on canvas shoes, the stocky Foster appears to sit in conflict with his Saturday morning audience, spectators at the science fiction and fantasy convention I-Con IV. Foster is pugnacious, articulate and at times impatient with the kind of naive fervor Trekkers seem to bring on the legendary TV show.

Cases in point: the panel that Foster, *Star Trek* novelist Barbara Hambly, comics writer Peter David and fantasy writer Doug Murray are chairing: "Star Trek: Is This Our Future?"

"It isn't," says Foster.

"The quest for the stars, like all of mankind's previous explorations, will be driven by the need to make profit," Foster says simply. The audience, full of Trekkers, gives up a collective groan at the harsh reality. Foster shrugs.

"I'm a realist," he says. "But philosophically, I'm an optimist."

It's a fitting and accurate self-description.

For the last 20 years, Foster, 49 and the author of more than 50 books, his latest being *Dinotopia Lost* (Turner, \$21.95), has suffered the slings and arrows of both fans and critics in his attempt to bring credibility to a much-maligned art form: screenplay novelization.

From his first book in the genre, transforming the Italian schlock-female-Tarzan movie "Luana" into something halfway readable, to his "Star Wars"-inspired bestseller *Splinter of the Mind's Eye* (through the *Star Trek* Logs and the "Alien" trilogy), Foster says he has worked to craft those books with all the skill, imagination and effort he would devote to his own personal projects. Now he would like some respect.

**INQUEST:** How did you become involved in novelizations?

**ALAN DEAN FOSTER:** Ballantine had bought the rights to one of the worst movies ever made, a film called "Luana." It was a really hideous, purported female Tarzan movie that combined all the worst aspects of Italian filmmaking and, because I had a masters in film and knew my way around a film script, Ballantine asked if I would be interested in making it into a book. They didn't even have a copy of a script for me to look at.

I watched the film, in Italian, and it was so bad that I threw out the whole thing, except for the bare outlines of the plot. Basically, all I did was novelize the cover which was painted by Frank Frazetta. And that's how I began to do film novelization.

Do you give novelizations the same commitment as screenplays or your personal work?

I approach them all with the same seriousness and I think that's why my novelizations have been so successful.

People know. You don't fool the reader. The readers accept a book and if somebody has obviously slapped it together in a few weeks for a quick paycheck, people can tell.

I'll put *Alien* up against a lot of books as a book and say this is a good book. Nevermind that it originated as a movie. You would be surprised about the prejudice that there is about novelization. Part of it is because there is so much quibbles, bad stuff chummed out.

Also, people don't think about novelization in the same light. You take a book and make it into a movie, you get an Academy Award, Best Screenplay Adaptation. You take a movie and turn it into a book, you don't get anything. You don't get a respect. How did you get involved in writing the "Star Wars" novelization and *Splinter of the Mind's Eye*?

It was a two-book contract, the novelization and *Splinter*. Working with George Lucas was one of the most pleasurable experiences I've ever had working with anyone in the movie business. George said, "I want a sequel book. It needs to be a book that can be filmed on a low budget." The idea being that nobody knew how "Star Wars" was going to do, and George, thinking ahead and obviously having studied Walt Disney, wanted to be able to make a sequel utilizing existing props.

That's why the story is set on a fog-shrouded planet, it cuts down on expensive backgrounds. I originally had a fairly large space battle in there, but it was cut. That was the only major change. Do fans still come up to you and ask you to explain Luke and Leia's new incestuous kissing scene and Darth Vader's near death in *Splinter*?

Nobody ever asks me about that. They either tell me they liked the book or they didn't like the book. They were more concerned about Vader losing his arm in *Splinter* as opposed to him losing it in "Jedi." I did get questions about that, but it's something I have no response for.

When you start out writing a story and it ends up becoming a mythology, it's very difficult to go back retroactively and fix things. But those are questions you should ask George. What I suspect is that

### ALAN DEAN FOSTER **SPLINTER OF THE MIND'S EYE**

FROM THE ADVENTURES OF LUKE SKYWALKER  
Based on the characters and situations  
created by George Lucas



The highly successful *Splinter of the Mind's Eye* novel has been translated into a comic book series from Dark Horse (left).

he thought he was going to make a certain movie and he wasn't too concerned with what he was going to do with the 23rd sequel or whatnot.

**What was it like working with Lucas?**

I had a ball working with him. He's just a regular guy. He just happens to be a visionary filmmaker with lots of money, and frankly I think he makes the movies he makes because those are what he wants to see and nobody else is making them.

I haven't seen him in a great many years and, unless he's changed, he's still the nicest guy I've ever worked with in the business.

**Which universe do you prefer: Star Wars or Star Trek's?**

I would prefer *Aliens*. [Laughs] Actually, I prefer *Star Wars*. But really, it's apples and oranges. One is more of a mythical young hero thing and the other is much more versatile.

I can't really pick one over the other. There are other things that I prefer, like *"Forbidden Planet."* That's a better idea for me of what I want a science fiction film to be about.

Sure, it's a Hollywood execution, but at least there's something a little deep there. Yes, you have the scantly clad gal, you have the funny robot, but behind it all, there's something much bigger. Even if it is a rip-off of Shakespeare.

Actually, before the *Star Trek* fogs, I hardly ever watched *"Star Trek."* I watched *"The Twilight Zone."* I still watch *"The Twilight Zone."* I watch it over and over again. They did more with one guy in a room, shot in black and white, than a lot of the shows today make with big budgets and a big cast.

**What is it about *"The Twilight Zone"* that sets it apart from other shows like *"The Outer Limits"* or *"Star Trek"*?**

The writing. The writing and the acting as well. My favorite *"Twilight Zone"* episode was called

*"The Howling Man."* It was written by Charles Beaumont, a writer who died young, around 42. You talk to writers like Harlan Ellison and Norman Spinrad, all these guys looked up to Beaumont.

It's about a man lost in Europe in the mountains in a terrible storm, and he's taken into a monastery and he hears a man howling, he hears this horrible howling sound.

He goes up, finds a man in the cell [who] tries to tell him the monks are mad and they're going to lock him up too.



**VITAL STATS**

Name: Alan Dean Foster

Born: November 18, 1944, in the Bronx, N.Y.

Occupation: Author

Base of Operations: Prescott, Ariz.

Career Highlights: "Selling the fantasy novel *Spellthinner*. It was about rock music and dope, but it wasn't *Taliesin*. I sold it to Warner Books, but they wanted two straight science-fiction books as well, so it was a three-book contract. It was a \$100,000 contract, which at that time, 1977, and for a young writer, was quite substantial."

But the monks say he is the Devil and as long as they keep him locked up, the world will be a reasonably safe place. The last time he was out was World War I.

The guy let's him out and, sure enough, it's the Devil and World War II starts. At the end of the episode, the guy spends the rest of his life doing penance for this. He finally catches the Devil, locks him up in his hotel room and as he's preparing to move him, you

**"THE QUEST FOR THE STARS, LIKE ALL OF MANKIND'S PREVIOUS EXPLORATIONS, WILL BE DRIVEN BY THE NEED TO MAKE PROFIT."**

see the maid's hand reach for the key to the hotel room door because of the howling coming from the room. It was very, very eerie and done with practically no money.

**How about *"Star Trek"*? You obviously watched enough episodes to familiarize yourself with the characters. Do you have a favorite *Star Trek* character?**

That's a good question. Nobody has ever asked me that before. I was always very fond of Nichelle Nichols' character. I didn't

care what she was playing. She just happened to be a *Star Trek* character.

I liked Scotty, Jimmy Doohan's character. He struck me as being less Olympian and more human than any of the other characters. He was the blue collar guy, or the officer blue collar equivalent, down there in the dumps slaving away. Doing the hard work while everyone else was hopping around getting all the glamour.

**Following the *Star Trek* logseries, you were heavily involved with the first *"Star Trek"* movie.**

I wrote the treatment for the first film. The first five minutes of *"Star Trek: The Motion Picture,"* are mine. But after that, it was all changed. You see, as soon as *"Star Trek"* became a big-budget movie, I became an instant non-person. Nobody asked me my opinion, and as a fan, I would have given it freely, which probably would have puzzled them a bit more.

But that experience precipitated my move to Arizona. I just got fed up. They tried to keep my name off the script and I had to go to arbitration with the Writer's Guild.

**How do you go about adapting scripts or screenplays? Do you have to follow any guidelines laid out by the film or TV show's producers?**

Generally, I'm left alone and I approach it as a fan, as someone sitting in a movie theater who wants to see the best movie possible.

When I'm doing a novelization, I essentially get to rewrite the movie and I try to fix as many of the mistakes as I can, and add as much interesting material as I can.

Those are the two main things you try to do. Sometimes they let you get away with it and sometimes, like with *"Alien 3,"* which I wrote a completely different ending for and a whole bunch of different stuff, they say, "No, you can't get away with that."

**Your approach to film novelization has sometimes put you at odds with the movie industry's powers-that-be. What happened with your novelization of *"Alien 3"*?**

I can't tell you that because of the 20th Century Fox contract. But let me see what I can tell you. There's no gratuitous death of the little girl, which was Ripley's motivation for living and fighting. Ripley doesn't die in the end. And little things, like you don't have 23rd

century guys looking for batteries for a flashlight—those common 20th century anachronisms that Hollywood doesn't deal with.

**Obviously you're a big sci-fi film fan.**

**Do you have any favorite movies?**

My favorite? "Forbidden Planet." But I have too much of a soft spot for it. It was kind of a formative film for me. I think it was for a lot of people my age. I saw it at a drive-in movie when it came out.

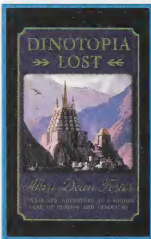
There are two excellent science fiction movies and one pretty good one that came out in the 1950s. The two biggies were "Forbidden Planet" and "The Day the Earth Stood Still." The other is "This Island Earth." It has very good special effects; the aliens were not horrible monsters. But "Star Wars" is up there and "Close Encounters" is also up there.

**Do you have a favorite science fiction book?**

I have to give you a handful of stuff. *Men, Machines and Machines* by Eric Frank Russell which contains the first great story in science fiction that uses ecology, in my opinion. Any collection of Robert Sheckley short stories, Arthur C. Clarke's *Childhood's End* and Asimov's *Foundation Trilogy*.

**Where do you take your inspiration from?**

A lot of it comes from my travels. I was amazed that when I met these literary gods of mine that they never traveled. They were very much stay-at-homes. Their idea of a big trip was to go from L.A. to New York. There were few exceptions like Harry Harrison and his wife, but not many. So my travels do inspire.



I just finished a novel that's set in contemporary Papua, New Guinea, that is neither science fiction or fantasy. It's called *The Last Paradise*. I just turned it in and my agent's going to option it.

It's a contemporary adventure story about an American guy who is having a tough time of it because his wife and children were killed in an accident and he goes there to find himself.

**Which is easier for you to write: characters or situations and plotting?**

The easiest thing for me is describing alien worlds. I have a good time describing aliens and alien worlds. For me to do *Midworld* and 20 years later do a sequel, well, that jungle is as familiar to me as any on Earth. I love to travel and I travel where I can. And where I can't, I make it up.

**Which characters are the most difficult?**

The human characters are the toughest to develop. Aliens I find very easy, or fantasy creatures, but real human beings are difficult. Maybe because they're so familiar to people. You can fudge more with an alien, but with humans, every one is a critic.

**Do you keep up with any of the current crop of science fiction TV shows now airing?**

I try. The "Star Trek" stuff is very well done, it's beautifully done. They've got a proper budget. The special effects they

from dinosaurs to giant ostriches, Foster's populated his universes with a wealth of fantastic creatures.

can do today are wonderful, but I find it's very repetitious and I find it's a lot of shoot-'em-up.

I had very high hopes for "Third Rock from the Sun." It's very nicely acted. John Lithgow is, of course, wonderful, as is Jane Curtin, but it's terribly written. You get these huge disappointments one after another.

I'll tell you a TV show I watch religiously, "Re-Boot." I know it's canceled, but how they did that week after week was incredible. It's wonderful stuff.

**You've written extensively in both the science fiction and fantasy genres.**

**Which do you prefer?**

I prefer to write science fiction. The fantasy novels are very light. I have a book that just came out called *Mod Amos*, which is all western fantasy. It's a series of stories about a mountain man who's a little more than he appears to be. But those stories are all light and fun.

There's more meat to science fiction.

Anthony Diagon-Cabron never really read his books about the infamous "Loki and Lilo Kins." He was much more concerned with the "Men and Charlie King."

## FREE ASSOCIATION

We gave Alan Dean Foster a word association test and asked him to fire off the first things that came into his head after each concept.

**Star Wars:** George Lucas. Proof science fiction could make money at the movies.

**Time travel:** H.G. Wells. Great concept. Probably impossible.

**Asimov:** Robots. A wonderful man who lived to write.

**Aliens:** Some of my favorite people.

**The Future:** I wish I could live another 500 years to see what it could bring.

**Star Trek:** Tired. Important in its day, then become a weight around its own shoulders.

**Bradbury:** A 14-year-old with the soul of a poet. Spaces. Nice place to visit but I wouldn't want to live there.

**War of the Worlds:** A great *Classics Illustrated* comic. I never read the book, but it was a great comic.

**Artificial Intelligence:** I'd like a non-human friend, whether it's an alien or a machine. I'd prefer an alien, but I'd settle for a machine that can talk back to me. Maybe I can speak with someone who can speak reasonably. —ADC





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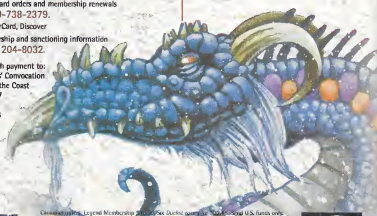
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**Wizards**  
OF THE COAST



# Basic training

## SIMPLE STRATEGIES and DECK DESIGNS for BEGINNERS by david williams

*Legend of the Five Rings* is a game of strategy, skill and honor. The Emperor lies dying and it's your job to win the throne for your clan. We'll start by talking about the strategy involved, then branch off into how a deck is constructed with nothing more than the common cards you already have. Gather your clan and read on!

### Strategy

**Fiefs:** In the first few turns of any game, you'll want to focus on your fief. Bringing new gold-producing holdings into play is always more important than bringing in personalities. Holdings will give you the gold you need to bring in other cards. If a personality is your first turn's "purchase," then you'll be one turn behind your opponent in your gold production.

**Dynasties:** You want to go through your dynasty deck quickly. It may be painful to discard a personality like Ogre Bushi or your Clan Champion, but if you don't have the money or honor necessary to bring him into play, he's simply filling a province that might provide a better card. The provinces give you the ability to draw up to four cards a turn from your dynasty deck. If your opponent is putting two, three or four dynasty cards into play per turn, you won't survive very long by bringing out one card per turn.

Once you have a few holdings in play, hire some personalities and look for combat. It's important to attach followers to your personalities, since they provide a buffer against ranged attacks as well as the sheer numbers that are often the keys to victory.

**Battles:** When you enter battle, you need to realize that it can be won or lost in several different places. Before the battle begins, cavalry units can use their speed to attack an undefended province. To defend against cavalry, your own cavalry is best, but



### LEGENDED OF THE FIVE RINGS

**PUBLISHER:** Alderac Entertainment  
**DESIGNS:** David Williams, Ryan S. Dancy, Matt Wilson, Matt Staroscik, John Wick and John Zinser

**GENRE:** Feudal Japanese Fantasy  
**SET SIZE:** 300 cards

**PACKAGE:** 60-card starter decks;  
15-card booster packs  
**SUGGESTED RETAIL:** \$7.95 per starter;  
\$1.95 per booster

# Basic Training



battle actions that allow you to change provinces are also useful. This will allow you to match your more powerful infantry up against the speedy but less numerous cavalry.

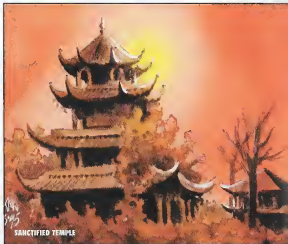
Once battle is engaged, it's time for the first battle action. Since the defender always goes first, this advantage can be used to win the battle a great deal of the time. This is the best time to play a terrain card, because your opponent can't play one while yours is in play. It's also a good time to use ranged attacks or Fear. Since this action is before your opponent can add bonuses to his personalities or followers, your ranged attack can kill them before they get too big. Also, if both sides have archers, letting loose your arrows first will make sure he can't release his.

When you're being attacked by a large army, it's probably not to your advantage to throw your units in front of the province if you know they'll be killed. Even if the province is saved from destruction, you won't be able to defend your other provinces. Your best bet is to combine your defenders to win one battle rather than split them up. You might have fewer provinces, but you'll have enough troops to keep the remaining ones around. Also, if you do win the battle, you'll have reduced your opponent's number of troops.

After the defender's made the first move, plenty of tactics can still affect the battle's outcome. For instance, play Deadly Ground if you're ahead on force so no new battle actions can be played.

Two things to remember: Your opponent can't do anything until you resolve your action. And when you play a card or action is as important as what you play.

**Duels:** Duels are another good way to gain honor and eliminate the deadlier personalities in your opponent's family. Never challenge a personality with a higher chi than your own, since they can strike immediately and win. Remember, you can



## Legend of the Five Rings Card Dissection

- A. Force:** How big and bad your personality is.
- B. Character Name:** The name of your personality. In Rokugan, like Japan, the family name comes first.
- C. Chi:** The personality's power and strength. Used for duels against other personalities and by the shugenja for casting spells.
- D. Minimum Family Honor:** Your personality won't work for any family with less honor than this.
- E. Gold Cost:** How much a personality's services will cost.
- F. Personal Honor:** The honor rating of your personality.
- G. Text:** Gives clan affiliation (if the personality is a samurai or a shugenja) and tells what special abilities the personality possesses.

increase your personality's chi by adding the focus value of cards you discard from your hand.

If you can create two duels in a battle, try using low focus values in the first duel and saving your big numbers for the second, more important foe. If you're going to be challenging your opponent to duels, you should have some cards that penalize dishonored personalities. If their personalities refuse the duels, then you can bring shame upon their family or they may even commit seppuku in a fit of despair.

**Honor:** The imperial favor is a big benefit for the most honorable player. You can get the favor unopposed when you have more honor than your opponent, so you should do it whenever you can afford to. Even if you use the favor simply to draw an extra card from your late deck, this can be very beneficial.

The ability to prevent honor loss or restore a personality's honor are important and occasionally very valuable. The best use of the favor is to remove a unit from a battle. This can be used to win close battles by removing a single big unit from combat or saving a unit that's about to be destroyed. Finally, the favor is very useful in protecting your provinces from destruction. By removing the attacker's largest unit, they may not have enough force to destroy the province.

**Diplomacy:** In a multiplayer game, diplomacy with the other players is as important as the cards you play. In a two-player game, overwhelming force is a viable strategy, but if in a multiplayer game you anger the entire empire—the other players—your family is destined to be short-lived. The first player to race toward political victory (40 points of honor) is likely to be attacked by one, if not all, of the other players. On the other hand, it's very difficult to destroy all the provinces in the game, so political victory is common in multiplayer games.

## Deck Construction

Your first decision in constructing a deck is which clan to play. This is going to be the biggest decision you make, so a few comments on each clan are in order:

- **Crab:** Lots of defense and force but little honor, chi or magic. This clan fits best with quick strike or defensive decks.
- **Crane:** Honor—and to a certain extent gold—is the focus of a Crane deck. It isn't good at combat but is formidable in a multiplayer game or for a fast honor victory.
- **Dragon:** Dragon does everything fairly well. It is probably the best of the clans at dueling but not particularly great at amassing honor.

# the

## Thundering Hooves

Thundering Hooves has one objective: Use the speed advantage of cavalry to destroy one or two undefended provinces early. Once you've done that, be patient until you've built an overwhelming advantage, then send the thundering hooves down to crush your opponent.

- **Stables, Jade Works and Small Farms** are basic gold-producing holdings.
- **The Sanctified Temples** are included in case your honor slips below zero and you need to bring out some personalities that require honor.
- **The Master Smith and Retired General** add force to your faster but less-powerful cavalry.
- **Oni no Tsuburu** is wonderful early in the game, since he gets a six-force bonus when attacking an undefended province. If he's facing a single personality, the Shuriken of Serpents can almost assure him a clear path.
- **Reserve assassins** for use against cavalry personalities that could slow you down.
- **Explosives and Breach of Etiquette** slow down decks that try to race to 40 honor.
- **Rallying Cry** will bring an army home unbowed, ready to defend against a counterattack.
- **Block Supply Lines** can bow your opponent's largest unit and send it home or keep one of your units alive.



### Clan

Unicorn

### Dynasty Cards

- 1 Chrysanthemum Festival
- 2 Diamond Mines
- 1 Glimpse of the Unicorn
- 1 Inheritance
- 1 Iuchi Daiyu
- 3 Jade Works
- 1 Master Smith
- 3 Matsuo Agetoki
- 1 Moat
- 3 Moritos
- 1 Ogre Bushi
- 1 Oni no Tsuburu
- 1 Oracle of Earth
- 3 Otaku Kamokos
- 1 Retired General
- 3 Sanctified Temples
- 2 Sanzo
- 2 Shinjo Hanaris
- 3 Shinjo Yasamuras
- 1 Shinjo Yokatsu
- 3 Small Farms
- 3 Stables

### Fate Cards

- 1 Ancestral Sword of Unicorn
- 1 Barbarian Mercenaries
- 2 Block Supply Lines
- 2 Bountiful Harvests
- 2 Breaches of Etiquette
- 1 Cavalry Archers
- 3 Charges
- 1 Explosives
- 2 Frenzies
- 2 Geisha Assassins
- 1 Hawk Riders
- 2 Heavy Cavalries
- 2 Kofei Assassins
- 1 Light Cavalry
- 3 Medium Cavalries
- 2 Rallying Cries
- 1 Ring of Earth
- 1 Ring of the Void
- 1 Shuriken of Serpents
- 2 Superior Tactics
- 3 Wyrm Riders

- **Lion:** The Lion clan has some of the best attacking personalities, and the house ability adds to this. Lion is strong in honor, so both victory conditions are represented. However, Lion is weak in magic and has little money with which to begin.
- **Phoenix:** Phoenix tends to start slowly, and you will need some samurai to support the shugenja, but when their magic is released the game is probably over.

# BASIC training



• **Unicorn:** Nearly all Unicorn personalities are on horseback, and the ability to attack and destroy undefended provinces will give you a resource advantage later in the game. The Unicorn clan has the highest starting gold production, which makes up for mediocre magical ability and low honor.

Design your clan's deck in two parts: your dynasty deck and your fate deck. The former should be the focus of your attention.

The first thing to look at is the ratio of cards. Having the same number of personalities and holdings is a good mix for the dynasty deck. You don't want to have more than 15 to 20 percent of your dynasty deck made up of event cards. Events are wonderful, but they don't add to your clan's resources.

In a 40-card dynasty deck, a good design would be four events, 18 personalities, 16 gold-producing holdings and two holdings that produce special abilities.

You'll want to have some of the holdings specific to your clan, but that only makes up a few of your cards. Make sure that your stronghold can bring in most of your holdings. You'll want to get a gold-producing holding out on the first turn, and you'll need about 40 percent of your dynasty deck to be gold producers for that to be likely. If you don't get a gold producer out on the first turn, consider discarding all four cards from your provinces.

If you plan on winning via honor, you'll want a handful of honor-producing holdings in your deck as well—about 10 to 25 percent of your dynasty deck. Of course, this depends on how quickly you're trying to gain honor and how many of your honor-producing holdings can give you gold.

Choose personalities based on what you're trying to do. Decide early if you want to use magic and how often. The shugenja are the only personalities that can do magic, but they are useless in battles (except for their spells, of course). You need to decide if force is more important than chi (battles vs. duels) and whether you want to save some gold on personalities with higher honor requirements.

Make sure that some of your personalities have low or no honor requirements because an unfortunate honor loss could make it difficult to bring in enough personalities to protect yourself.

## Mastering Legend of the Five Rings

Learning *Legend of the Five Rings* is not difficult, but mastering it is another thing entirely. Those looking for more advanced tips should begin by reading the two books that were primary source material and inspirations for the game: *The Art of War* by Sun Tzu and *The Books of Five Rings* by Miyamoto Masashi. They were invaluable in creating *Legend of the Five Rings* and are a must for the player who wants to be a master.

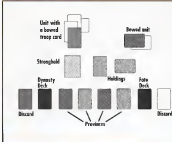
*Legend of the Five Rings* designer David Williams was born and raised in Syracuse, N.Y., by his loving parents, but the incessant rain kept him inside too often and games were the only thing to do. He recently turned away from a lucrative career in engineering to be poor and happy playing games.



## The Card to Get

### School of Wizardry

This is a terribly popular card because it allows a player to bring human shugenja—elemental wizards—into play for free. As my great uncle once told me, "Free is a very good price."



## The Playing Field

- Personality Cards:** The characters who do your fighting.
- Units:** The cards attached to your personality.
- Stronghold:** Your clan's home. It's the card shown on the back of the box.
- Holdings:** The cards that tell you how rich you are.
- Provinces:** Your lands. You want to keep these around at all costs.
- Dynasty Deck:** Where your personalities, provinces and holding cards come from.
- Fate Deck:** Cards that support your personalities.
- Dynasty Discard Pile:** This one isn't too hard to figure out. Yep, it's where you discard your dynasty cards.
- Fate Discard Pile:** C'mon, think about it.



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CAP'N! WE'RE BEING ATTACKED BY A FLYING DRAGON! WHAT'LL WE DO?!"

ARRR! IT CAN KISS MY ARSE! WE GOT TO FIND US THE EYES!

AYE, CAP'N!

You can win just by looking around this issue of *InQuest*. On pages other than these two, you'll find three images of the Eye of Sauron (the famous—and disturbing—*Middle-earth* icon) that look just like the one below. But what pages are they on? Fill out the coupon below and tell us. A random drawing from among all entries that discover the eyes will determine who gets lots of cool prizes like these:

## Cool Prizes

**Grand Prize (1):** One lucky winner will get a specially recreated framed version of "Thir's Map" (complete with mouse letters), signed and numbered by artist Audrey Carman! Only three of these exist, and the *InQuest* contest winner will get #1!

The grand prize winner will also get a *Middle-earth: The Dragons* Limited Edition complete set (all 180 cards), two display boxes of *Middle-earth: The Dragons* Limited Edition booster packs, a rare press sheet from the *Middle-earth: The Dragons* Limited Edition set, four *Middle-earth: The Wizards* Limited Edition starter decks, eight *Middle-earth: The Wizards* Limited Edition booster packs, three each of all existing promo cards for *Middle-earth* (including *The Wizards* Limited and Unlimited and *The Dragons*), and a "Thir's Map" card (from the *Middle-earth: The Dragons* set) autographed by Audrey Carman! Whee!

**Second Prize (3):** Each of the three lucky winners will get a display box of *Middle-earth: The Dragons* Limited Edition booster packs, four *Middle-earth: The Wizards* Unlimited starter decks, eight *Middle-earth: The Wizards* Unlimited booster packs, one each of all these *Middle-earth* promo cards, and that wacky "Thir's Map" card autographed by Audrey Carman.

**Third Prize (20):** Each of 20 winners gets 10 *Middle-earth: The Dragons* boosters, two *Middle-earth: The Wizards* Unlimited Ed. starter decks, four *Middle-earth: The Wizards* Unlimited Ed. boosters, one each of all these *Middle-earth* promo cards, and one of "Thir's Map" card autographed by Audrey Carman.

**Zonk! (1):** One—shen!—lucky randomly drawn winner will get a silly, tacky, cheesy, stuffed plush dragon doll. Enjoy.

This month's contest is sponsored by Iron Crown Enterprises, tasters of dragons.



The three eyes you gotta find look like this, and do not have a black border! They're just stand-alone eyes!



## Legal Loot

We purchase recovery. Contest is open to anyone except employees of Wizard Press, Iron Crown Enterprises and their immediate families or their post paid (young, they're not enough to know already). Print your name, date of birth, address, city, state, zip and telephone number with one side on the left of each entry form or a 3 by 5-inch index card and attach your answer. Enter as many times as you like. Mail each entry separately to: Find the Dragons, Win the Treasure Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes, dividend, state and local, if any, will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the absence of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules herein. Can you guess what I've got in my pocket? All entries must be received at contest headquarters by July 31, 1996. Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prizes winners will be selected by random drawing from among all properly completed entries by Wizard Press. Drawing will take place on August 13, 1996.

For a list of winners, available after August 15, 1996, send a self-addressed stamped envelope to: Find the Dragons, Win the Treasure! Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.



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Page number *Middle-earth* eyes found on \_\_\_\_\_



# Famous Hoaxes

**The truth behind  
the mysteries of  
the Loch Ness  
Monster, the  
Cardiff Giant and  
the walking  
rhinoceros  
waste basket  
that haunted  
Cornell University**

**By Eric Black**

Reprinted by permission of The New York Times Magazine from the 1980s



## One of the greatest fantasy creatures of all time is one you've probably never heard of: the Egress.

The great circus promoter P.T. Barnum created this monstrosity one St. Patrick's Day nearly 150 years ago. Barnum was renowned for his freakish sideshow exhibits, so when he added a new attraction to his exhibition hall that day, a buzz went through the milling crowds. Amid the various displays of two-headed sheep and fossilized mermaids, Barnum had hung a mysterious-looking curtain next to one of the walls. A sign above read, "This Way to the Egress."

Eager to see what hideous mistake of nature an Egress might be—some mad cross between an eagle and a tiger?—people lined up and started filing through the curtain...only to find themselves deposited in a barren alley behind the hall. As promised, they had been shown the egress—it means "exit"—and to rejoin their families inside they would have to cough up another admission fee.

For hundreds of years, and for probably much longer than that, the public has proven notoriously willing to believe the most preposterous claims of ghosts, sea serpents, aliens and other supernatural phenomena. All you really need to start a hoax is a good piece of fake evidence and a well-executed PR campaign. Heck, you don't even need the fake evidence.

Don't believe me? Well, welcome to the mysterious world of...the Egress.

Cue "National Geographic" theme.

### The Yeti, Bigfoot and Sasquatch

Nothing seems to bring out the public's gullibility quite like hairy apemen running around in a forest. People, in fact, are much pickier about details in movies than they are about reality. All it takes to ruin believability in a movie is one shot of, say, a giant zipper running down Chewbacca's back. But whenever some redneck gets liquored up and goes stomping around the woods with a big wooden foot, half the country goes on Sasquatch alert.

In North America, Bigfoot and Sasquatch sightings date as far back as 1840, while in Tibet and Nepal, Yeti sightings go back hundreds of years. Believers

claim these enormous hairy bipeds are "missing links"—primate creatures somewhere between apes and humans—that have survived in tiny isolated colonies since whenever they first evolved. While this may well be true, a lot of the evidence that's been turned up is, well, about as genuine as aerosol cheese.

Yeti scalps purchased at great expense and smuggled out of Nepal have proved to be ordinary goat skin, a yeti hand found on display in a monastery turned out to be a snow leopard's paw, and a famous photo of a yeti taken in 1986 was later shown to be a photo of a rock. How anyone could mistake a rock for a Yeti is unclear. But then again, people used to think Billy Joel was good, so go figure.

Meanwhile a little closer to home, in 1982, Washington state park ranger Rant Mullens admitted that ever since he started working in forestry in 1928, he had been planting fake Bigfoot evidence. Mullens had carved a pair of big feet out of wood and would walk around leaving tracks near Mount St. Helen's. Hikers got so excited about finding Bigfoot trails, he decided to enlist some accomplices. Together, using about six pairs of wooden feet, they spread tracks across the Pacific Northwest. Somehow, you just knew a guy named Rant would be behind the whole thing.

Speaking of fake tracks, students at Cornell University awoke one morning in the '20s to find a strange creature had roamed around the Ithaca, N.Y., campus the night before, leaving a trail in the fresh snowfall. The science department came out and examined the footprints, which they announced were from a rhinoceros. The trail led to nearby Beebe Lake, where it ended abruptly at the edge of a large hole in the ice. The professors decided that somehow a rhino had gotten loose and ran across campus, only to fall in the frozen lake, where presumably it drowned.

Since Beebe Lake was Cornell's water source, students immediately began reporting a distinctive rhino taste in the drinking water. Concerns for public health were raised and some of the students started to get hysterical, but the matter was soon resolved. Student Hugh Troy admitted to faking the whole thing with a wastepaper basket shaped like a rhino foot.

Reports of rhino flavor in the water dropped off sharply.

### The Loch Ness Monster

Like Bigfoot, the Loch Ness Monster is frightening not so much because of its

alleged size and sheer physical power but because it's just so '70s. CB radio, Billy Beer, sideburns, the Loch Ness Monster...they all kind of run together in a syrupy haze that leaves a bad taste in your mouth, like Tang mixed with Count Chocula.

Anyway, Nessie believers claim that 10,000 years ago when Scotland's Loch Ness was still part of the sea, something big swam in there and got stuck. Maybe it was a plesiosaur, maybe it was a zougloodon, maybe it was a big fat slug. Whatever it was, it survived and had a little family and now it spends all day posing for grainy photographs while cleverly avoiding radar detection. As with Bigfoot, Nessie may really exist, but she's not doing much about discouraging hoaxes.

In 1933, the British press started receiving reports that a flippersized beast with a snake-like head had been spotted with the Loch Ness. Reporters sent to investigate made no direct sightings, but when they found a trail of unusual prints along the shore, they declared the creature was real. But when the British Museum examined the prints, they found they had been made with an umbrella stand shaped like a hippopotamus foot.

More recently, in 1975, naturalist Sir Peter Scott held a press conference where he presented "conclusive" evidence of Nessie's existence. Three photos that he claimed were genuine pictures of a pointy-finned Ness creature he named *Nessiteros rhombopteryx*. The press was less convinced than Scott, and when somebody figured out that *Nessiteros rhombopteryx* was an anagram of "Monster hoax by Sir Peter S.," the whole thing fell apart.

Loch Ness is not the only lake in the world to sport such monsters (or such absence of monsters, as the case may be). Perry, N.Y., was terrorized in the summer of 1855 by a hideous serpent lurking in nearby Silver Lake. The town formed armed patrols to defend against the creature, while tourists came from around the country, hoping to catch a glimpse of it.

Finally the beast's reign of terror ended when flames broke out at one of the local hotels and firemen discovered a canvas sea serpent hidden in the attic. The hotel owner had created a fake scare in order to attract visitors to his hotel. (And you thought that only happened on "Scooby Doo!") Today, Perry celebrates a Sea Serpent Festival each year. So there.

### Ghosts

Sea serpents weren't the only slimy mon-



In 1887, a woman named Anna Rogers claimed to have seen a giant in the garden of her home in Cardiff, Wales.

sters crawling around in the 1800s; ghosts were popular too. In fact, spiritualism was big business in the 19th century. If you could convince people you had a gift for contacting the spirit world, you were pretty much set for life. The wealthy were only too happy to hand over large sums of cash for the privilege of communing with their deceased relatives in séances. This begs the question "Why?" After all, isn't Aunt Gladys' spirit just going to talk about her gall bladder operation over and over, the same way she did when she was alive?

Anyway, whether or not there's a spirit world, there were certainly plenty of people willing to capitalize on it. American medium Daniel Home, for instance, managed to amass a fortune based entirely on ordinary sleight of hand techniques. Spectacular events were common during Home's séances. The table would mysteriously rise and spectral hands would appear, caressing Home's trance-wrecked face. In fact, Home had learned how to acrobatically balance a table on his knees and lift it without showing any sign of effort, and he would smear his own hands with olive oil and phosphorus to create the "spectral hands" effect.

People were ready to pay Home handsomely for his services, but he knew that if anyone ever caught him he could be arrested

for fraud, so he never actually asked for money. Instead, he set out a bowl and let people make whatever "love offerings" they saw fit. Social propriety being what it was, Home collected anywhere from \$500 to \$1,000 worth of "love offerings" a night.

Home did come close to getting caught once. While conducting a séance with the British poets Robert and Elizabeth Barrett Browning, Home managed to conjure up the face of a little boy who claimed to be their deceased son. The child encouraged the poets to keep writing.

The next day, Home learned that while the Brownings had in fact lost a child, it was due to a miscarriage. The baby had never been born, much less become a young boy. At Home's next séance, the ghost of the Browning child returned and explained that he had grown into a boy during his time in the afterlife. Suddenly, someone at the table reached over and grabbed the spirit, only to discover he was now holding Home's foot painted with the face of a little boy. Home quickly snatched his foot away and went on as if nothing had happened. Somehow, his reputation was never hurt by this.

Perhaps inspired by Home's brazen techniques, Boston medium Hannah Ross began offering her distinctive services to grieving parents in the 1880s. During a séance, she

could make the spirit of a parent's deceased baby actually materialize in real human flesh. Ross would stand in a curtained cubicle in a darkened room while the parents sat nearby. As Ross called to the baby, suddenly the child's face would appear in front of the curtain. The parents were welcome to touch and kiss the spirit, and those who did remarked on how warm it seemed. Ross continued this for years until finally, in 1887, a newspaper revealed that she was painting baby faces on her breasts and poling them through the curtain.

## The Cardiff Giant

Another traditional arena for fakery is the carnival sideshow. It's not enough that we have to shell out four bucks for a runny com dog only to lose it on the Tilt-a-Whirl; we also have to pony up to find out that Nature's Cruellest Mistake is really just some thumbless tailor from Cleveland wearing a prosthetic head. Oh well—you live, you learn.

One of the most famous sideshow hoaxes in history was the Cardiff Giant, which successfully fooled most of the American public. In 1871, New York cigar manufacturer George Hull had a midlife crisis. Worried that all his life amounted to was a big pile of cigars, he set out to find a way to startle the world and make a name for himself. Thus, the Cardiff Giant was born.

Hull hired an artist and a mason to cut a 12-foot-long, 5-ton block of gypsum into the shape of a naked giant and then artificially "age" it with acid. When they were finished, he shipped the sculpture to Cardiff, N.Y., where he buried it in a field belonging to his cousin.

After a few months, Hull badgered his cousin into digging a well and sure enough, the construction team unearthed what appeared to be the fossilized remains of an ancient giant. Hull set up a tent around the dig and began charging admission. Scientists examined the body, and while many of them concluded it was a fake, two professors from Yale pronounced it authentic. Word of the amazing find quickly spread across the world.

Thousands upon thousands of people came to see the giant, one of whom was P.T. Barnum. Barnum watched as Hull raked in \$3,000 worth of admission fees in under five hours. He immediately offered to rent the giant for \$60,000, but Hull refused.

So Barnum built his own Cardiff Giant and started displaying it in Brooklyn. Hull sued Barnum, but newspaper reporters had already tracked down Hull's gypsum purchase and followed the trail to the mason. Confronted by the reporters, the mason confessed his part in the hoax, which in turn prompted Hull to confess. Without missing

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a beat, Barnum began advertising his copy of the giant as an "authentic fake" and continued making money off of it. If you're curious what all the fuss was about, the original is still on display in Cooperstown, N.Y.

More recently, in 1968, biologists Ivan Sanderson and Bernard Heuvelmans, investigators of Bigfoot-type claims, were called to a Minnesota farm to view a Cro-Magnon-like specimen encased in a block of ice. The specimen was part of a sideshow (you can see where this is going), and after examining it, Sanderson and Heuvelmans believed they had found a new "missing link," which they dubbed *Homo porgades*. Defending their conclusions in a scientific journal, Sanderson went so far as to write, "I defy anyone to fool Bernard Heuvelmans in a case like this. You just cannot 'make' a corpse like this."

Unless of course you happen to be Howard Ball, a former designer of prehistoric models for Disneyland. Ball had been commissioned by a promoter to build a fake iceman, and when he saw Sanderson's article and the accompanying photos, he recognized his creation and had a good chuckle. Sanderson has since passed away, but Heuvelmans maintains the specimen they examined was real and has since been switched with a fake.

Sure. We'll have Scully and Mulder get right on that.

## The Mostest vs. The Ghostest

Of course, we all know the truly compelling question about mysterious beings such as the Yeti, lake monsters and ectoplasmic spirits. The issue that deserves every available research dollar we as a people can muster is not whether these creatures are real or fake or what insights we stand to gain by learning from their ways but rather which creature could beat the pants off the other in a fight.

Neske may have the advantage of sheer physical size—all she has to do is roll around and she could squash Sasquatch, Bigfoot and their entire extended family—but does that do any good against the intangible ghost of the Brownings' lost child?

The only way to know for sure is a pay-per-view special. We could advertise it as the Texas Death Match. Better yet, we could make it a sequel to the first Annual InQuest Invitational Tournament (see "Contest of Champions" on page 36). Yeah, that's the ticket!

My money's on the Egress



Eric Black was raised in the wilds of Kentucky as a pack of *Egresses*. He now lives in the county as *Euday*, *Warden of Science*.



An English crop circle in 1991.

## REAL WEIRDNESS

Of course, just because there isn't a lot of cool artists deceiving phony photos and manufacturing bogus evidence doesn't mean there isn't a lot of genuinely weird stuff going on out there. Here are a few phenomena with which science has yet to reckon:

**Falling Ice.** In 1958, Dominick Backgrupp was sitting in his home in Madison Township, N.J., when a 70-pound chunk of ice crashed through his roof. In 1965, a 50-pound chunk smashed into the Phillips Petroleum Plant in Woods Cross, Utah. Are these anomalous falls the result of icy build-up on airplanes? According to the FAA, the possibility of aircraft accumulating even a 10-pound chunk is extremely small. Meteorologists who have examined such pieces of fallen ice have determined they are made up of normal cloud water, but how they formed, nobody knows.

**Embedded Amphibians.** Living toads have been found embedded in rocks and veins of coal. In 1865, a team of miners in England were breaking up a block of limestone 25 feet underground when the block suddenly split open to reveal a live toad that had been encased in the stone. The miners turned it over to the Natural History Society, which found that if it wasn't exactly the Hell Toad of Satan, it was definitely odd-looking and not from the area. More recently, in 1975, construction workers in Fort Worth, Texas, tore up a patch of year-old concrete and found a living turtle that had been imprisoned there with no source of air, water or food. The nate died four days after being unsealed.

**Crop Circles.** Strange geometric formations (think *in fields*) of wheat or other tall grains caused by something that presses a patch of the wheat down in a wending, circular fashion. Usually the patch is shaped like an ellipse, circle, dumbbell or some other simple form. The largest ones have measured an eighth of a mile across. While many of the 2,000 crop circles that have appeared since 1980 were made by human hoppers, some of the formations remain mysteries. In 1991, a team of Japanese scientists dug a British field with an impressive surveillance setup, including night-vision video cameras, motion sensors and radar antennae. A crop circle appeared, obscured by fog, but none of the monitoring equipment detected any type of intruder.

**Really Big Squid.** Giant species of squid live in deep parts of the ocean and are rarely seen by humans. As a result, no one knows for sure just how big a squid can get. Giant squid washed onto beaches ranging from Massachusetts to New Zealand have measured up to 65 feet long, and some fishermen claim to have seen 90-foot specimens. Even more unsettling are tentacle scars found on whales that suggest there may be squids as long as 150 feet swimming around out there! Some scientists dispute the notion of any squid longer than 65 feet. But then again, you don't see scientists dressing up as dusty folk and hanging out in deep water to prove their point, now do you?

—Eric Black

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# THE CONQUEST OF MIDDLE-EARTH



# A Middle-earth: The Wizards game variant of warfare and diplomacy

By Jeff Hannes

The third age of Middle-earth was marked by many great events, the most noteworthy of which was the destruction of Sauron's ruling ring. However, what if the Istari—the five wizards—had never come to Middle-earth? What if Bilbo had never found the One Ring in the caves of Goblin-Gate?

Without the likes of Gandalf and Saruman roaming around, the third age of Middle-earth would have had a very different ending. Without any knowledge of the ring, the free people wouldn't have been so quick to unite against Sauron. They would have continued to fight amongst themselves, until one ruler stood strong...

## Overview

In this four- to five-player variant for *Middle-earth: The Wizards*, you assume the role of one of the great generals and leaders of Middle-earth. The various races of the land are at war with one another, and only the strongest will survive. As a general, you control a great army. But one army won't be enough to claim ultimate rule of Middle-earth—you will need the help of the land's many neutral factions.

You can take one of five roles: Aragorn, leader of the Dúnedain Rangers of the North; Thranduil, master of the woodland Elves; Théoden, king of the Mark and sovereign of the Riders of Rohan; Imrahil, prince of the South and leader of the Knights of Dol Amroth; or Thorin, king under the mountain and ruler of the Dwarves.

In this variant the 29 faction cards represent armies that can move through the regions of Middle-earth. The object is to eliminate your opponents by taking control of their home regions with your armies and then taking over their home sites.

## Setup

The seating and play order is as follows: Riders of Rohan, Knights of Dol

Amroth, Rangers of the North, Wood-Elves and Blue Mountain Dwarves. (If only four people are playing, leave out the Dwarves.) Your best bet is to use some sort of prop—say, a gauntlet or dagger—to designate whose turn it is.

During the game, feel free to pass notes to other players, or even to huddle in a corner of the room for secret negotiations. Alliances can tip the balance of power in your favor—but beware that your compatriots may not be as honorable as you!

Each player starts with the following cards in play: the army's main faction, the army's general, the army's home site and up to 12 mind's worth of characters. (The "Starting Cards" sidebar gives the opening elements for each army.) No player may use another player's starting character or army in his deck.

To determine the starting characters besides the generals, have a randomly chosen player play one card from the pool of characters in his deck, then continue around the table in order until no one wishes to put out any more characters. Duplicates are not allowed, and you cannot have more than five characters, including your general. Your general's mind score *never* counts against your general influence.

Each player may start with one minor item, except the Horn of Anor. This is in addition to the items Théoden, Imrahil and Thranduil automatically get (see "Starting Cards").

Each play deck must consist of an equal number of hazards and resources, with at least 25 of each and no more than 10 characters. Only one Dwarfven Ring may be used in each deck. None of the cards listed in the "Banned Cards" sidebar may be used in this variant. It's easier but not necessary if you have all 69 sites available in a location deck and if each player has at least one copy of each region.

## Rules

The game begins much like a standard multiplayer game, with players moving companies of characters around the map to pick up items, recruit allies and factions, and handle other business. However, there are several fundamental changes to the rules. Except for army movement, which isn't allowed for the first five turns, all these rules remain in effect throughout the game:

- All companies must move using region-movement rules.
- Companies can only move three regions per turn (instead of the normal four).
- Characters can be brought into play only at their home site and only if one of your characters is already at that site. (You needn't use direct influence to bring characters into play.)
- The home site of all Blue Mountain Dwarf characters is considered to be the Lonely Mountain.
- Your characters may not enter or pass through the home region of another player unless they're traveling with an army (more on that in the next section).
- Any time a faction is brought into play, it remains in the region where it was brought into play, which is considered its home region. Armies can move after the first five turns are done.
- No companies may enter or pass through any region occupied by an opponent's army (whether it's that army's starting region or not).
- You may not make any influence checks against your opponent's factions.
- Your general needn't roll on an attempt to influence a faction—it's considered automatically successful. However, you must still tap your general to bring the faction into play.
- There is no corruption in this variant. It's never necessary to roll for corruption checks. However, no character may have more than six corruption points' worth of items at one time.
- Your home site counts as a haven

For your characters for all purposes, including healing, playing hazards and storing items. It counts as a normal site for any other player's characters. Edhellond, the Grey Havens, Lorien and Rivendell still count as neutral havens that can be utilized by any player.

- Each player's hand size is 10. Cards like Book of Mazarbul may be used to increase hand size.

- No player ever draws cards for a company's movement. Instead, at the end of the communal turn, once all players have finished their turns, each player may discard up to three cards. All players then replenish their hand to 10 cards.

## Turns

Certain aspects of the turn are taken simultaneously. For example, everyone takes their untap and organization phase at the same time. Play continues when everyone has played a site card for each of their moving companies. Company movement is then resolved one at a time. On the first turn, the Riders of Rohan go first; on the second, the Knights of Dol Amroth go first; and so on.

Before any hazards are played, all players must reveal their site cards. Hazard limits for companies are determined as they normally would be. The player to the left of the player who is moving has the first option to play hazards. He may play as few or as many as he wishes up to the hazard limit. If when he finishes there are any hazards left on the limit, the option passes to the next player. This continues until the limit has been reached or all players have had the chance to play hazards.

Once the acting player has dealt with hazards for each of his companies, move on to the next player. When everyone is done with movement, go around the table again, this time having each player take his site

phase. When everyone is done, each player may discard up to three cards and then draw back up to 10.

Aragorn controls the Rangers of the North. He has three free direct influence and a +2 bonus against the

**“ In this variant, you assume the role of one of the great generals of Middle-earth. The various races of the land are at war, and only the strongest will survive. ”**

Play continues in this manner for five turns. At the start of the sixth turn, the war begins!

The war is signified by several new rules. Doors of Night is permanently considered to be in play, and cards like Twilight have no effect on Doors of Night's status. (Gates of Morning is banned from the game.) The most significant change, however, is army movement.

## Armies

The most important element in this variant is the factions, which represent your armies. Each faction has a battle score equal to its marshalling point value plus the number you need to beat to bring it into play. Example: The Rangers of the North is worth three MP and you need to beat a nine to bring them into play. Its battle score is 12.

An army can't move unless it's controlled by one of your characters. Any character can control an army, but few will be as effective as your general. When in combat, the character controlling an army adds his unused direct influence, including any specific bonuses he might have to influence the army he controls, to the army's battle score. Example:

Rangers of the North. Under his control, the Ranger army's battle score rises five points to 17.

Once the war begins, an army-movement phase is added to each turn. After the organization phase but before players put down site cards for their companies, each player gets to play hazards and then move (and attack!) with each of his armies.

The hazard limit of a company containing an army is three, regardless of the number of characters in the company, and the site path includes the region the army moved from and the region to which it's moving. Hazards are played in the same fashion as they are for regular companies. The player who will be moving his character companies first this turn is the first to face hazards.

There are a few changes for dealing with army attacks. First, only the army is affected by attacks against the company. Characters traveling with an army can never be attacked unless they leave the army to enter a site (more on this below).

If an attack has multiple strikes, the player controlling the defending army must divide his army into sections of at least one each and take each of the strikes separately. The divisions need not be equal. Example: The Hillmen army (10 battle score) is attacked by a band of Wolves (three strikes at eight). The player controlling the Hillmen divides the army into sections of three, three and four and then rolls against the Wolves' eight prowess three times, once for each section. (The Hillmen can also be divided into two companies of one and another of eight if their general so desires.)

If a section of the army is wounded

## Starting Cards

Faction	General	Home Site	Items
Riders of Rohan	Théoden	Edoras	Great Shield of Rohan
Knights of Dol Amroth	Imrahil	Dol Amroth	Horn of Anor
Rangers of the North	Aragorn	Bree	None
Wood-Elves	Thranduil	Thranduil's Halls	Horn of Anor
Blue Mountain Dwarves	Thorin	The Lonely Mountain	None



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Burden of Time, The  
Despair of the Heart  
Greed  
Lure of Creation  
Lure of Expedience  
Lure of Nature  
Lure of Power  
Lure of the Senses  
Muster Disperses  
Precious, The  
Ring's Betrayal, The  
Smaug (in this scenario he's dead)  
Traitor

## Resources

Arkenstone, The  
Army of the Dead  
Bridge  
Cracks of Doom  
Gates of Morning  
Gollum's Fate  
Great-road  
Great-shield of Rohan  
Iron Crown, The  
Narya  
Old Road  
Red Arrow  
Roak, the Raven  
Stone of Erech  
All wizard-only spells

by a strike (ties count as wounds), the army takes a hit; use counters or dice to keep track. For every hit on an army, it must subtract one from its battle score. If an army's battle score ever reaches zero, it is eliminated. If an army is in its home region during your organization phase, it heals and removes one hit.

Armies can move to an adjacent province or remain where they are. Each player should take a region card and everyone should flip their cards over simultaneously to show where their armies are going.

Resolving army movement is simple. If an army attempts to move to an empty adjacent province, it gets in. If two armies attempt to move to the same province, they go to war, the winner gets in and the loser stays where it is. If an army tries to move to an occupied province, it goes to war with the opposing force. If the army trying to move into the region completely destroys the occupying army, it moves in; otherwise both fac-

tions stay where they are.

When two armies fight, each player rolls 2d6 (two six-sided dice) and adds the results to his army's battle score. The higher total wins, and the loser takes an amount of hits equal to the difference between the totals. Adjacent armies that haven't moved this turn and aren't involved in a battle can support either the attacking or defending army. Just add the supporting army's total battle score to the army it's helping. All hits are still taken from the main army involved in the battle. You can support another player's army—in fact, it's one of the key strategic aspects of the game. Example: Suppose the Knights of Dol Amroth (current battle value 17) attack the Riders of Rohan (18) and the attack is supported by the Wood-Elves (16). The Knights of Dol Amroth player rolls a three, the Riders of Rohan player rolls a seven. (The Wood-Elves player doesn't roll because he's only supporting the attack.) The Knights' total is 36 (17+16+3), while the Riders' total is 25 (18+7). The Riders of Rohan would take 11 hits of damage, reducing its total to seven.

Once all army movement and battling has been resolved, all players should draw back up to 10 cards and then do regular company movement. At this time, players can send characters that have been traveling with an army into a site in the army's region. However, a character that separates from the army is susceptible to attacks keyed to either the region or site he is in.

## Attacking

During your site phase, if you have a character at the same site as another player's character, you may enter the site and, after facing the automatic attack, tap one of your characters to attack another character at the site. Each player rolls 2d6 and adds the result to his character's prowess. The higher total wins; the loser is wounded (roll a body check). If there's a tie,

continue rolling until someone wins.

## Winning the Game

In order to knock another player out of the game, you must do two things. First, you must have an army occupying his home region. Next, you must send one or more characters to take over his home site. If the defending player has any characters at the site, you must wound the toughest defending character (defending player's choice) with one of your characters (per the rules above). If you win the battle, the defending player is eliminated, along with all of his cards. (Once the site's champion is defeated the rest don't feel much like fighting.)

The game ends when there's only one player left or when the last two players decide to share the victory in an alliance, although they better have good reason to do so.

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Jeff Hamner signs off his letters "Anonymous" but always puts his name and return address on the envelope.





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## Tracking trends in the card game market

### ALLIANCES: BEST EXPANSION EVER?

*Alliances*, the latest expansion set for *Magic*, hasn't even hit the shelves and it's already making waves. Thanks to several *Alliances* pre-release tournaments, the *Magic* community is already a-buzz with speculation as to what the new cards will do to the game environment.

The most surprising card in the set is the *Balduran Horde*. At four mana for a 5/5 creature, the *Horde* is just as much of a bargain as the *Juzam Djinn*. The price of the *Juzam* has been steadily on the rise, but now there's a new bad boy in town, and the *Balduran Horde* will be much easier to get a hold of. Watch for the price of the *Juzam* to drop back into reality.

*Wizards of the Coast* also introduced "fixed" versions of *Timetwister* (*Diminishing Returns*) and *Ancestral Recall* and *Demonic Tutor* (*Library of Lix-Nam*). These new cards should prove to be very popular, but they probably won't hurt the value of those more powerful counterparts.

*Millstone* decks should keep churning along in popularity, thanks to cards like *Helm of Obedience* and *Asnold's Cynix*. With rarities like the *Balduran Horde*, *Yasmyra Ants* and *Surge of Strength* (the fixed *Berserker*), red/green decks may climb back into the limelight.

Despite the addition of another land-kill card (*Pillage*), land destruction decks will take a serious hit thanks to the cheap and effective *Loadstone Bauble*. Creatureless decks better watch out as well, if enough people start using *Helm of Obedience*, the value of cards like *The Abyss* may take a serious dip.

No one's sure exactly what effect *Alliances* will have on the card market and the play environment, but one thing's sure — it's definitely going to make an impact.

#### Netrunner on Fast Track

Initial reports indicate that *Netrunner*, the newest CCG from *Wizards of the Coast*, is enjoying brisk sales.

"It's a refreshing game," says Avram Oliver, co-owner of *Adventures In Games and Comics* in Carmichael, Calif. "It's very clean-cut on how to play the game—the right mixture of being not too complex but not too simple. My customers can play an enjoyable game with the purchase of just one dual starter deck. That's not always the case with other CCGs."

Adds Scott Olman of *Pegasus Games* in Madison, Wis., "Netrunner is filled with the jargon and

nomenclature associated with the computer age. I know that quite a few gamers are netsurfers, so this CCG ought to be a big seller. The fact that it's a *Wizards of the Coast* product will automatically generate sales."

*Netrunner* brings a new commonality to the world of CCGs: Add "vital" to common, uncommon and rare labels for cards. In terms of rarity, it appears vital cards fall between uncommons and rares. In the price guide, vitals are valued between \$1 and \$4, while rares range from \$2 to \$12.

#### "Special Offers" Explained

On the last page of the *Magic: The Gathering* price guide are six cards under the heading "Special Offers." *Nalthis Dragon* was a convention and magazine giveaway; the other five cards were available through mail-in offers found in *Magic* paperback books published by HarperPrism. Each novel runs 300 to 400 pages and retails in the \$5 range.

The most popular of the exclusive cards is *Mara Crypt*, a zero-costing-cost artifact with excellent playability. Most gamers mailing in the coupon found in the *Ashes of the Sun* book received a *Mara Crypt* card in return. Because of the card's effectiveness and the fact that reportedly only 10,000 were produced, *Mara Crypt* has become a highly sought-after card, now selling in the \$15 to \$25 range. The remaining "special offer" cards have attracted limited interest and are valued from \$6 to \$10.

### Top 5 Hottest CCGs

#### 1. *Magic: The Gathering* (WotC)

High expectations for *Alliances* have created a steady, although not spectacular, stream of newcomers.

#### 2. *Star Wars* (Decipher)

Let's not remain high. It seems "Star Wars" is everywhere—TV, books, on-line figures, video games...

#### 3. *Netrunner* (WotC)

Trailblazers are expanding excellent sales for the latest release from WotC. It has yet to become either a hooker or corporation seeking control in the cyberfutures.

#### 4. *Middle-earth: The Wizards* (ICE)

Certain single cards have exploded in value. Check out this month's "Influencer" *Colossal Card Games Price Guide*.

#### 5. *Rage: War of the Amazon* (W. Wolf)

The third expansion for *Rage*, the supplemental play the *Green* against the *Worst* is a battle for the Amazon rainforest.



by Dan Athaugh

■ *WotC's* latest CCG, *Netrunner*, is disappearing faster than *Doore* shareware.



■ *Sorrows of Estark*, one of those "special offer" *Magic* cards.

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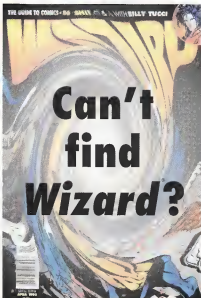
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[illegible]







## price guide

Baseline Size (M2 units)	2000-02	1990-92
1000-1500	1000	1000
1500-2000	1000	1000
2000-2500	1000	1000
2500-3000	1000	1000
3000-3500	1000	1000
3500-4000	1000	1000
4000-4500	1000	1000
4500-5000	1000	1000
5000-5500	1000	1000
5500-6000	1000	1000
6000-6500	1000	1000
6500-7000	1000	1000
7000-7500	1000	1000
7500-8000	1000	1000
8000-8500	1000	1000
8500-9000	1000	1000
9000-9500	1000	1000
9500-10000	1000	1000
10000+	1000	1000

[illegible]

● <b>Star's Tower</b>	40	1.9
● <b>Wall of Spikes</b>	25	1.9
● <b>Windstone</b>	2.50	3.9
● <b>Dark Pedigree</b>	2.50	3.9
★ <b>Sagecraft Bonon</b>	8.80	12.0
■ <b>Yutan Soldier</b>	25	1.9

## LEGENDS

RECORDS OF THE COURT. 19

Fall Set (3710 cards)	\$1,100.00	1,400.00
Booster Pack (15 cards)	25.00	30.00
Booster Box (24 packs)	600.00	720.00

[illegible]

★ <i>Amulet</i>	18.00	25.00
★ <i>Ear Plug Convulsions</i>	5.00	8.00
★ <i>Italian Angel</i>	4.00	4.00
★ <i>Rolling Star</i>	10.00	15.00
★ <i>Foot</i>	1.00	2.00
★ <i>Avail of Dreams</i>	10.00	15.00
★ <i>Pink Spikes</i>	40	1.00
★ <i>Treasure Present</i>	18.00	30.00
★ <i>Black Counter</i>	75	1.50
★ <i>Black Planet</i>	40	1.00
★ <i>Black Spectacles</i>	4.00	8.00
★ <i>Four Spikes</i>	40	1.00
★ <i>Iron-Weight Amulet</i>	10.00	15.00
★ <i>Embroid. Box</i>	25	1.00



### TOP TEN HOTTEST CARDS

5) Baron Sengir

Phew... you read the first two parts of the *Secret*'s quote and you begin to wonder what the guy's habits are. "Secret" define? "Secret" define? Hey, man—we don't want to know. We'll just leave the guy alone and jump over to No. 4.

[illegible][illegible]





Office guide

[illegible]

Female	2.00	3.00
Fudge	15	40
Fondant Rose	1.50	2.50
Fondant Sprinkles	15	80
Fondant Elbow	2.00	3.00
Fondant Flakes	15	40
Fondant Polka	4.00	5.00



## TOP TEN HOTTEST KARDS

### 3) Reflection

Authoring its very back towards its former No. 1 slot, the impressively useful Reflection, which integrates a tool to retaking one of your shooting, helps cement blue as the most common skin color.

[illegible]

○ Juice	2.00	3.00
★ Raspberry Forest	4.00	4.00
● Raspberry Gori	2.00	3.00
★ Raspberry Yell	5.00	6.00
□ Gelatin Ringo	15	40
■ Gelatin Good	15	40
○ Gelatin Thin Good	2.00	3.00



## TOP TEN HOTTEST CARDS

## 2) Lev Manipulator

Who captured the cool hand-holding-the-hell-by-its-tail-the-crazy-father-by-someone? "Have a drink," my dad glances the old light. Well, regardless of the act, the key remains as of Mom's, and surely, I must admit.

★ Rainbow Touchdown	2.00	3.00
★ Rainbow Song	15	40
★ Rainbow Knight	5.00	7.00
★ Rainbow Prince	5.00	7.00
★ Rainbow Royal Guard	5.00	7.00
★ Rainbow Sorcerer	2.00	3.00
★ Rainbow Starlight	15	40
★ Rainbow Wings	15	40
★ Knight of Goodwill	1.50	2.50
★ Knight of Honor	2.00	3.00
★ Knight of Justice	15	40
★ Knight of Love	15	40
★ Knight of Mercy	15	40
★ Knight of Peace	15	40
★ Knight of Wisdom	15	40
★ Knight of Strength	15	40
★ Knight of Unity	15	40
★ Knight of Valor	15	40
★ Knight of Faith	15	40
★ Knight of Hope	15	40
★ Knight of Charity	15	40
★ Knight of Kindness	15	40
★ Knight of Gentleness	15	40
★ Knight of Patience	15	40
★ Knight of Humility	15	40
★ Knight of Modesty	15	40
★ Knight of Simplicity	15	40
★ Knight of Purity	15	40
★ Knight of Innocence	15	40
★ Knight of Naïveté	15	40
★ Knight of Trust	15	40
★ Knight of Loyalty	15	40
★ Knight of Devotion	15	40
★ Knight of Obedience	15	40
★ Knight of Respect	15	40
★ Knight of Dignity	15	40
★ Knight of Grace	15	40
★ Knight of Elegance	15	40
★ Knight of Sophistication	15	40
★ Knight of Refinement	15	40
★ Knight of Culture	15	40
★ Knight of Education	15	40
★ Knight of Knowledge	15	40
★ Knight of Wisdom	15	40
★ Knight of Understanding	15	40
★ Knight of Compassion	15	40
★ Knight of Empathy	15	40
★ Knight of Sympathy	15	40
★ Knight of Pity	15	40
★ Knight of Mercy	15	40
★ Knight of Forgiveness	15	40
★ Knight of Tolerance	15	40
★ Knight of Acceptance	15	40
★ Knight of Openness	15	40
★ Knight of Inclusiveness	15	40
★ Knight of Diversity	15	40
★ Knight of Unity	15	40
★ Knight of Harmony	15	40
★ Knight of Balance	15	40
★ Knight of Peace	15	40
★ Knight of Love	15	40
★ Knight of Friendship	15	40
★ Knight of Brotherhood	15	40
★ Knight of Sisterhood	15	40
★ Knight of Community	15	40
★ Knight of Society	15	40
★ Knight of Nation	15	40
★ Knight of World	15	40
★ Knight of Universe	15	40
★ Knight of Cosmos	15	40
★ Knight of Nature	15	40
★ Knight of Earth	15	40
★ Knight of Sky	15	40
★ Knight of Water	15	40
★ Knight of Fire	15	40
★ Knight of Air	15	40
★ Knight of Energy	15	40
★ Knight of Power	15	40
★ Knight of Strength	15	40
★ Knight of Courage	15	40
★ Knight of Bravery	15	40
★ Knight of Valor	15	40
★ Knight of Heroism	15	40
★ Knight of Fame	15	40
★ Knight of Glory	15	40
★ Knight of Honor	15	40
★ Knight of Respect	15	40
★ Knight of Dignity	15	40
★ Knight of Grace	15	40
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★ Knight of Harmony	15	40
★ Knight of Balance	15	40
★ Knight of Peace	15	40
★ Knight of Love	15	40
★ Knight of Friendship	15	40
★ Knight of Brotherhood	15	40
★ Knight of Sisterhood	15	40
★ Knight of Community	15	40
★ Knight of Society	15	40
★ Knight of Nation	15	40
★ Knight of World	15	40
★ Knight of Universe	15	40
★ Knight of Cosmos	15	40
★ Knight of Nature	15	40
★ Knight of Earth	15	40
★ Knight of Sky	15	40
★ Knight of Water	15	40
★ Knight of Fire	15	40
★ Knight of Air	15	40
★ Knight of Energy	15	40
★ Knight of Power	15	40
★ Knight of Strength	15	40
★ Knight of Courage	15	40
★ Knight of Bravery	15	40
★ Knight of Valor	15	40
★ Knight of Heroism	15	40
★ Knight of Fame	15	40
★ Knight of Glory	15	40
★ Knight of Honor	15	40
★ Knight of Respect	15	40
★ Knight of Dignity	15	40
★ Knight of Grace	15	40
★ Knight of Elegance	15	40
★ Knight of Sophistication	15	40

[illegible]



[illegible]

## CHRONICLES

## CHRONICLES

Full Set (125 cards)	570.00	100.00
Booster Pack (12 cards)	1.25	2.50
Booster Box (360 cards)	75.00	110.00

[illegible]

## TOP TEN HOTTEST CARDS

**1) Jester's Cap**  
The next power to Cap on gets a hint to the hand and a punch in the throat. Stupid and foolish it's an tournament play, had been to take a hole-puncher and go to town on the puny and piece of cardboard whenever it's used against you.

[illegible]

War Elephant	75	40
Watchtower	1.50	3.00
Needle Thread	5.00	7.00
Yin-Yang	2.50	4.00
Newmark Domain	3.00	5.00

## HOMELANDS 21

### HOWLANDS

Full Set (140 cards) .....	\$129.00	149.00
Booster Pack (18 cards) .....	1.75	2.75
Booster Box (60 packs) .....	90.00	150.00

Name	Low	High
+ Ashby Glycerols	1.00	7.95
- Ashby Alumina (sec 1)	15	50
- Ashby Alumina (sec 2)	15	50
* Ashby Slates	2.00	8.00
- Ashby's Tissues (sec 1)	15	50
- Ashby's Tissues (sec 2)	15	50
- Atwood	15	50
- Atwood Party (Sec 1)	15	50
- Atwood Party (Sec 2)	15	50
- Atwoods Castles	2.00	8.00
- Atwoods Inc.	1.00	2.00
- Atwoods River	2.00	8.00
+ Atwoods Runners	3.00	12.00
- Audin Alabaster	2.00	6.00
- Austin Bedquaint (sec 1)	15	50
- Austin Bedquaint (sec 2)	15	50
- Austin Shamian (sec 1)	15	50
- Austin Shamian (sec 2)	15	50
- Austin Spate Center	6.00	8.00
- Ayresville Clinic	6.00	8.00
- Azimure Willow	2.00	12.00
- Ayresville	2.00	8.00
- Ayresville (sec 1)	15	50
- Ayresville (sec 2)	15	50
- Ayresville (sec 3)	15	50
- Ayresville (sec 4)	15	50
- Ayresville (sec 5)	15	50
- Ayresville (sec 6)	15	50
- Ayresville (sec 7)	15	50
- Ayresville (sec 8)	15	50
- Ayresville (sec 9)	15	50
- Ayresville (sec 10)	15	50
- Ayresville (sec 11)	15	50
- Ayresville (sec 12)	15	50
- Ayresville (sec 13)	15	50
- Ayresville (sec 14)	15	50
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- Ayresville (sec 28)	15	50
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- Ayresville (sec 36)	15	50
- Ayresville (sec 37)	15	50
- Ayresville (sec 38)	15	50
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- Ayresville (sec 89)	15	50
- Ayresville (sec 90)	15	50
- Ayresville (sec 91)	15	50
- Ayresville (sec 92)	15	50
- Ayresville (sec 93)	15	50
- Ayresville (sec 94)	15	50
- Ayresville (sec 95)	15	50
- Ayresville (sec 96)	15	50
- Ayresville (sec 97)	15	50
- Ayresville (sec 98)	15	50
- Ayresville (sec 99)	15	50
- Ayresville (sec 100)	15	50

[illegible][illegible]**SPECIAL OFFERS**

SPECIAL OFFERS		
★ Large	\$5.00	18.00
★ Great Baked	\$6.00	18.00
★ Mega-Lent	15.00	25.00
★ Northern Season	\$6.00	14.00
★ Screen of Salt	\$6.00	14.00
★ Wisconsin Cheese	\$6.00	14.00

**FACTORY SET:**

**FACTORY SETS**  
All sets factory set (3.5.9.000)

This set is known as the "Donatelli Edition" (as it bears upon a box set with gold trim). Tracks also have the words "Collector's Edition" in gold letters. These can be seen reflected in the light.

All TSCB tests International Electrotechnical Commission (IEC) 60335-1

Known as the "International Edition," this set is the same as above, except the words have "International Collector's Edition" on them. Grade

[illegible]

This set contains two 40-card Texas Hold'em decks, 24 counters and a Texas checker.

This set contains two 30-card North American card decks, 30 counters, and a 4-card lifeline checker.

---



[illegible]

## IT HEAD

TABLE 2. Values of the  $\Delta G_{\text{ads}}^{\circ}$  (kJ/mol)

Fat Set (120 cards)	\$300.00	400.00	Web-Rocket Wizard	P	2.00	5.00
Storm Deck (74 cards)	8.00	9.00	Widowmaker Base Card	R	16.00	18.00
Storm Box (70 decks)	75.00	90.00	Widow: Berserk Attack	C	1.00	2.50
Storm Pack (99 cards)	2.00	2.50	Widow: Fighting Instinct	C	1.00	2.50
Storm Box (34 packs)	70.00	90.00	Widow: Host	C	1.00	2.50

## HOULEY

1000

Full Set (250 cards)	\$150.00	225.00	<b>POWERSURGE EXPANSION</b> (11/11/11) (1/1/12) Full Set (264 cards including 14 Nissan cards) \$200.00 300.00 Booster Pack (9 cards) 1.25 2.00
Starter Deck (80 cards)	0.00	10.00	
Starter Box (10 decks)	75.00	95.00	
Booster Pack (15 cards)	7.50	8.00	
Booster Box (36 cards)	80.00	100.00	

## LAST CHARGE, THE

[illegible]

Fair Set (308 cards)	\$120.00	308.00	Unlaid Excess card	2.00	6.00
Silver Deck (90 cards)	0.00	10.00	Unlaid Base card	4.00	6.00
Silver Box (17 decks)	\$40.00	300.00			
Battle Pack (17 cards)	1.75	2.50	P really deates Prime		
Battle Box (34 cards)	45.00	60.00	Creative Universe	7.00	2.00

## LEGEND OF THE FIVE RINGS

Journal of Interpersonal Violence 26(10)

Full Set (3200 words)	\$180.00	300.00	Iron Man: High Power 2	C	1.00	2.00
Shuttle Deck (80 cards)	7.00	9.00	Naginata Impulse	A	3.00	5.00
Shuttle Deck (10 cards)	20.00	30.00	Naginata Power Max	A	3.00	5.00
Booster Pack (15 cards)	2.00	2.50	Saboteur's Jam	C	1.00	2.00
Booster Box (360 cards)	20.00	35.00	Savage Lord	C	1.00	2.00

Boyette Radio	R	3.00	5.00	Smaller Spider Wasp Cord	L	4.00	12.00
Boyette Gift	R	3.00	5.00	Scarlet Spider Wasp Wasp	L	1.00	2.00
Boyette	R	1.00	6.00	Smaller Spider	B	1.00	4.00
Spider Wasp	R	4.00	6.00	Spider Wasp Strength 2	C	75	1.50
Spider Wasp	R	1.00	6.00	Spider Wasp Taint	B	1.00	6.00
				Wasp Wasp	B	3.00	5.00

## MARVEL OVERPOWERED

11/25/2019

Full Set (315 cards including G. Missive comb)	\$200.00	400.00
Starline Deck (127 cards)	\$8.00	10.00
Starline Box (12 decks)	\$90.00	110.00
Reactive Deck (75 cards)	2.00	2.50

Booster Box (312 pods)	70.80	70.00	Aut. Set (112 pods including 14 minutes credit)	540.00	42.00
42-card Minutes set (1 per pod)	1.80	2.00			
Unlimited Common cards	20	40	Booster Pack (5 cards)	1.10	1.70
Unlimited Uncommon cards	1.50	2.50	Booster Box (312 pods)	48.00	55.00
Unlimited Rare cards	5.00	6.00	Cards (Uncommon)	24	

Some species are abbreviated. (2 points, deduct)

[illegible]

Unlisted Germanic shtc	25	75	Schiberry	0	75	1.00
Unlisted Germanic characters	25	75	Solum	0	0.00	5.00

### Primary detection process

[illegible]

## POWERSURGE EXPANSION

**POWERHOUSE EXPANSION**

	5/2/00	3/00
Booster Pack (9 cabs)	1.35	2.60
Booster Box (36 packs)	64.00	70.00
1 cab Mission set	.25	.75
Unlabeled Cannon sets	.20	.40
Unlabeled Incinerator sets	2.00	6.00
Unlabeled Base sets	4.00	8.00

*Enallagma cyathigerum* (Pomona)

[illegible]

## MISSION CONTROL

## MISSION CONTROL EXPANSION

Puzzle Piece		
Kit Set (112 cards including 14 Shiner cards)	\$40.00	40.00
Buster Pack (3 cards)	1.40	1.71
Buster Box (30 packs)	48.00	55.00
Single Shiner cards	25	7.14
Shiner Common cards	75	4.29
Shiner Uncommon cards	75	2.00
Shiner Rare cards	1.00	4.29

[illegible]

Strain	Sex	Age	Weight (g)	Length (cm)
Black Widow Arthropod Agent	R	0:00	5.00	
Black Widow Combat Dynamite	R	0:00	5.00	
Black Widow Home card	0	0:00	4.00	
Black Widow Home card	0	1:50	2.00	
Infectious Inoculant—Olive Green				
	P	1:00	2.00	
Black Widow Home card	0	1:50	2.00	
Black Widow Home card	0	0:00	2.00	
Black Widow Home card	P	1:00	2.00	
Black Widow Home card	0	1:50	2.00	
Black Widow Home card	0	1:50	2.00	

## MARTIN E. F. B. SMITH

## MIDDLE-EARTH: THE WITARDS

Full Set (481 cards) .....	\$250.00	.....500.00
Starting Deck (24 cards) .....	9.00	.....11.00
Shuffle Box (10 decks) .....	85.00	.....100.00
Remoter Pack (15 cards) .....	3.75	.....3.00
Remoter Box (24 packs) .....	90.00	.....100.00
Isolated Computers .....	100	

[illegible]



## price guide

[illegible]

### SAFETY INFORMATION

THOMPSONS—TYPE		
Full Set (380 cards)	\$200.00	\$200.00
Starter Deck (40 cards)	7.90	14.00
Starter Deck (110 cards)	20.00	120.00
Booster Pack (15 cards)	2.50	7.00
Booster Pack (30 cards)	40.00	95.00

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Item	Unit Price	Quantity	Total Price
Full Size (20) each including 18 inserts			
Starts Deck (10 each)	9.00	10	90.00
Starts Box (10 each)	85.00	10	850.00
Booster Pack (10 each)	3.00	10	30.00
<b>Total</b>			<b>970.00</b>

[illegible]

EXPEDITIONS OF MISKATONIC UNIVERSITY EXPANSION	
Let's build it!	
Full Set (167 cards)	1.00
Booster Pack (113 cards)	3.00

Store: Box (26 yards)	95	100	110
<b>STARS &amp; STRIPS</b>			
Full Set (304 cards)			
Stars Deal Book (179 cards)	15.00	30.00	
Stars Box (15 deal decks)	100.00	175.00	
Stellar Pack (175 cards)	3.00	3.25	
Stellar Box (26 yards)	99.00	110.00	
Unleash 1 (common cards)	10	30	
Unleash 2 (common cards)	40	125	
Unleash 3 (rare cards)	3.00	2.00	
Unleash 4 (rare cards)	3.00	4.00	

The  $\nabla$  entry denotes  $\nabla$ mol, and the commonality of these units is between  $\nabla$ mol and  $\nabla$ mol.

Access to Accounts	V	200	4.0
Access to Bankroll	V	200	4.0
Anonymous Tip	R	300	5.0
Arresting News Item	R	100	5.0
Break-Down to Bristol for	V	200	5.0
Business Meeting	V	100	5.0
City-Surrendering	R	100	6.0
Caribbean Area	R	300	5.0
Celebration Anniversary	V	100	6.0
Corporate Relationship Center	R	100	10.0
Corporate View	V	200	6.0
Corporate Visit	R	100	4.0
Cybercrime	V	200	6.0
Data Storage	R	100	6.0
Deal with Alcohol	R	700	10.0
Deceptive Campaign	R	700	10.0
Debt Estate	R	700	10.0
Debtors' Community	V	100	6.0
Disinfectant Use	R	700	10.0
Dispute	R	100	6.0
Emergency Self-Containment	R	600	10.0
Incident, In	R	100	5.0
Incident, London	R	100	5.0
Initial	R	100	5.0
Insured Transactions Report	R	300	5.0
Intelligence	R	300	5.0
Joint Reporting for U.S. and Other	R	200	5.0

Forest Activities Deliber.	R	400	5.0
Forest Recreation	R	400	5.0
Full Study Commission	R	400	5.0
Full Study	R	200	4.0
Gasoline (incl. tax)	R	150	5.0
Health Insurance	R	200	10.0
Hotel for 10 NMS	R	400	5.0
Incubator	R	400	5.0
Insulin (est)	R	400	5.0
Iron or Ice	R	500	5.0
Insurance Measurements	R	500	5.0
Items (airbag)	R	200	4.0
Materials: Trade for	R	500	5.0
Materials: M. Inflation	R	400	5.0
Mass Hospital	R	400	10.0
MS or Ice	R	200	5.0
SELO	R	100	5.0
Newer Laboratory	R	100	5.0
New Collection City Est	R	400	5.0
Own Kiosk: PLD	R	200	10.0
Oil Cold Side: R/O	R	200	4.0
Oil: General	R	100	10.0
Oil: Specialized M	R	400	5.0
Plasma	R	200	4.0
Plasma M	R	200	5.0
Polymers	R	400	4.0
Protein: Admins	R	400	6.0
Protein: Health	R	500	6.0

Starke Club (40 rounds)	7.00	5
Starke Box (18 holes)	70.00	90
Booster Pack (10 rounds)	1.75	3
Booster Box (30 packs)	90.00	120
Isle Bikes	0	3.00
Gentlemen's Club	0	2.00
Cool Down	0	3.00
Relaxation Services	0	3.00
Power Shogun	0	2.00

#### CUT-UPS PROJECT EXPANSION

Full Set (117 cards)	\$70.00	100%
Reactor Pack (19 cards)	1.25	3%
Reactor Box (30 points)	90.00	126%

## SHADOWS EXPANSION

Full Ser (11.0 oz)	\$20.00	120
Booster Pack (1.0 oz)	1.75	27
Booster Box (30 oz)	\$0.00	120

### ARCANA EXPANSION

MILES GAMES-1995		
Fall Set 11521	\$180.00	156
Booster Pack (10 cards)	1.75	21
Booster Box (60 packs)	90.00	120

## ONE ON ONE HOCKEY CHALLENGE

PLAYERS—1996		
Full Set (320 cards)	\$400.00	703.00
Starline Deck (50 cards)	9.00	71.00
Starline Box (8 decks)	70.00	85.00
Booster Pack (172 cards)	2.00	2.00
Booster Box (16 packs)	70.00	95.00
Unopened Cansisters (2411)	70	5.00
Unopened Cansisters (711 220)	75	2.00
Unopened Deck (221 223)	5.00	6.00

\*MS and US versions denote Ultra Rare cards  
 †Found only in booster packs and Ultra Rare cards  
 ‡Found only in starter decks, respectively

1	Pool Name	1	100	1
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34	Wang Feibei	C	75	20	81
35	Wang Guibin	C	75	20	81
36	Wang Hui	C	75	20	81
37	Wu Jialin	C	200	20	81
38	Xu Jie	C	100	20	81
39	Xu Jiaxin	C	75	20	81
40	Xu Jiaxin	C	75	20	81
41	Xu Jiaxin	C	75	20	81
42	Xu Jiaxin	C	75	20	81
43	Xu Jiaxin	C	75	20	81
44	Xu Jiaxin	C	75	20	81
45	Xu Jiaxin	C	75	20	81
46	Xu Jiaxin	C	75	20	81
47	Xu Jiaxin	C	75	20	81
48	Xu Jiaxin	C	75	20	81
49	Xu Jiaxin	C	75	20	81
50	Xu Jiaxin	C	75	20	81
51	Xu Jiaxin	C	75	20	81
52	Xu Jiaxin	C	75	20	81
53	Xu Jiaxin	C	75	20	81
54	Xu Jiaxin	C	75	20	81
55	Xu Jiaxin	C	75	20	81
56	Xu Jiaxin	C	75	20	81
57	Xu Jiaxin	C	75	20	81
58	Xu Jiaxin	C	75	20	81
59	Xu Jiaxin	C	75	20	81
60	Xu Jiaxin	C	75	20	81
61	Xu Jiaxin	C	75	20	81
62	Xu Jiaxin	C	75	20	81
63	Xu Jiaxin	C	75	20	81
64	Xu Jiaxin	C	75	20	81
65	Xu Jiaxin	C	75	20	81
66	Xu Jiaxin	C	75	20	81
67	Xu Jiaxin	C	75	20	81
68	Xu Jiaxin	C	75	20	81
69	Xu Jiaxin	C	75	20	81
70	Xu Jiaxin	C	75	20	81
71	Xu Jiaxin	C	75	20	81
72	Xu Jiaxin	C	75	20	81
73	Xu Jiaxin	C	75	20	81
74	Xu Jiaxin	C	75	20	81
75	Xu Jiaxin	C	75	20	81
76	Xu Jiaxin	C	75	20	81
77	Xu Jiaxin	C	75	20	81
78	Xu Jiaxin	C	75	20	81
79	Xu Jiaxin	C	75	20	81
80	Xu Jiaxin	C	75	20	81
81	Xu Jiaxin	C	75	20	81
82	Xu Jiaxin	C	75	20	81
83	Xu Jiaxin	C	75	20	81
84	Xu Jiaxin	C	75	20	81
85	Xu Jiaxin	C	75	20	81
86	Xu Jiaxin	C	75	20	81
87	Xu Jiaxin	C	75	20	81
88	Xu Jiaxin	C	75	20	81
89	Xu Jiaxin	C	75	20	81
90	Xu Jiaxin	C	75	20	81
91	Xu Jiaxin	C	75	20	81
92	Xu Jiaxin	C	75	20	81
93	Xu Jiaxin	C	75	20	81
94	Xu Jiaxin	C	75	20	81
95	Xu Jiaxin	C	75	20	81
96	Xu Jiaxin	C	75	20	81
97	Xu Jiaxin	C	75	20	81
98	Xu Jiaxin	C	75	20	81
99	Xu Jiaxin	C	75	20	81
100	Xu Jiaxin	C	75	20	81

302	Artes Mer	US\$	8.00	15.00
305	Golf Council	US\$	5.00	8.00
307	Bent Hall	US\$	18.00	25.00
311	Palm Hills	US\$	4.00	8.00
315	Pool Yacht	US\$	4.00	8.00
315	Ocean Elmore	US\$	10.00	18.00
316	Pool Run	US\$	20.00	25.00
318	Alexander Noyah	US\$	10.00	18.00
323	Bath Jones	US\$	4.00	8.00
329	Becky Salome	US\$	15.00	20.00
330	Green Meadows	US\$	10.00	15.00

### PARTICIPANT CAMPAIGN

Full Set (118 controls)	•	•
Shelter Rock (65 controls)	5.00	10.00
Shelter Box (100 houses)	75.00	95.00

## Page 122

Japanese "Ocean" Fighter	2	3.80	4.0
Japanese Zero	2	5.80	7.0
Shaw-Burkhardt	2	2.80	3.0
A.S. Fighters	2	3.85	3.0

**Keywords:** social support; coping strategies; self-esteem

Full Service (144 seats)		
Storero Deck (4 & 8-50 seats)	7.00	9.00
Storero Deck (12 seats)	70.00	90.00
Rooster Deck (15 seats)	3.00	3.50
Rooster Deck (20 seats)	20.00	25.00

**STUDY OBJECTIVES**

SPAWN EXPANSION		
GROWER MARKET (2000-2001)		
Full Size (176 cords)	\$440.00	\$8.00
Starter Deck (50 cords)	9.00	18.00
Starter Box (172 cords)	100.00	115.00
Bouncer Pool (115 cords)	3.75	3.00
Bouncer Box (34 cords)	90.00	100.00
Power Frames (1 starter deck + 3 bouncer pools)	15.00	18.00

**Abstract**

LAWRENCE LUMBER SUPPLY—TPPS		
Full Set (2000 count) .....	\$76.00	125.00
Storm Deck (53 count) .....	7.20	9.00
Staircase Box (12 decks) .....	70.00	90.00
Balcony Flock (15 count) .....	2.25	2.50
Roofing Flock (24 count) .....	70.00	90.00



RACE DREAM MIXTURE

RADE-ORGAN FUNKTIOE

100%

Full Size (32" seat)	\$200.00	275.00
Starline Glo (40" seat)	7.00	9.00
Starline Box (18" deck)	70.00	70.00
Booster Pack (12" seat)	2.00	3.20
Booster Box (24" pack)	45.00	55.00

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# INQUEST™

THE QUEST TO COLLECTIBLE CARD GAMES

## #16: THE SCI-FI ISSUE!



DAMNIT JIM!  
I'M A GAME  
CARD, NOT A  
DOCTOR!

A COMPLETE GUIDE  
TO THE NEW CLASSIC  
STAR TREK™ CCG!

INCLUDES AN EXCLUSIVE  
DRAGONS KILLER DECK™  
CARD FOR MAGIC: THE  
GATHERING!



# INQUEST

checklists

# DOOM TROOPER

DOORSTOPPER—  
NOTIFICATION EXPANSION

**REINTERVIEW MEMOES 1996**  
full set (123 copies)  
All cards had one (2 per box) comment on them  
then on 21. This holds true with all other series.

[illegible][illegible]

# DRAGON DICE

**DRAGON DICE—**  
**FIREWALKERS SUPPLEMENT**

Full Set 146 discs

Name	Type	Rank
✓ Ashtrays	Fireproof	1
✓ Ashtrays	Fireproof	2
✓ Bath Beds	Brass	3
✓ Bath Pans	Brass	4
✓ Bath Seats	Brass	5
✓ Bath Wren	Brass	6
✓ Cast-iron	Iron	7
✓ Cast-iron Standing Stoves	Iron	8
✓ Cast-iron Urn	Iron	9
✓ Cast-iron Tubs	Cast-iron	10
✓ Bedding	Fireproof	11
✓ Bedsteads	Fireproof	12
✓ Bedsteads	Fireproof	13
✓ Bedsteads	Fireproof	14
✓ Bedsteads	Fireproof	15
✓ Bedsteads	Fireproof	16
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✓ Bedsteads	Fireproof	94
✓ Bedsteads	Fireproof	95
✓ Bedsteads	Fireproof	96
✓ Bedsteads	Fireproof	97
✓ Bedsteads	Fireproof	98
✓ Bedsteads	Fireproof	99
✓ Bedsteads	Fireproof	100

Name	Type	Rating
Seal	Mammal	5
Goat	Mammal	5
Goat Ears	Tranger	5
Goatfish	Fishlike	5
Highland City	Town	5
Highland Striding Stones	Stone	5
Highland Temple	Temple	5
Highland Tower	Tower	5
Highlands	Placehold	5
Phoenix	Mammal	5
Red Bird	Bird	5
Red River	Dragon	5
Selenarion	Dragon	5
Sealard	Placehold	5
Seashore	Placehold	5
Seraph	Placehold	5
Seraph	Placehold	5
Seraphim City	Town	5
Seraphim Striding Stones	Stone	5
Seraphim Temple	Temple	5
Seraphim Tower	Tower	5
Yellow Bird	Bird	5
Yellow River	Dragon	5

GUARDIANS—  
DEUTER'S NEXUS

FPG 19%

[illegible]

Score	Realty
<input type="checkbox"/> Gates the Transcend	10
<input type="checkbox"/> Little Voodoo Hat	21
<input type="checkbox"/> Legends of the West	23
<input type="checkbox"/> Longest Lane	10
<input type="checkbox"/> Main Road	27
<input type="checkbox"/> Master Tactician	17
<input type="checkbox"/> Modifiers of Skynaps	10
<input type="checkbox"/> Moderate Men	13
<input type="checkbox"/> Muddy Sails the River	24
<input type="checkbox"/> Mystery the End	



**DRIFTER'S NEXUS**  
**MINISTRY OF TAX COLLECTION**

<input type="checkbox"/> Ministry of Tax Collection	81
<input type="checkbox"/> No Go! Spreads, Second Decade	93
<input type="checkbox"/> Pub. Business Ed.	94



DRIFTER'S NEXUS  
ORELLA OF THE MIST

[illegible]



## What you need to know about the InQuest Magic Players Guide

The InQuest Players Guide is meant to serve as an aid in playing collectible card games. Every month, you'll find the most extensive card descriptions available for Magic: The Gathering, along with one other collectible card game in the Players Guide Spotlight.

### POWER RATINGS

\*\*\*\*\* **The Best.** These cards should fit nicely into most decks. Frequently game-breakers, it's often worth finding a way to include five-star cards.

\*\*\*\* **Excellent.** These cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.

\*\*\* **Average.** These cards generally round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and whether or not they complement the four- and five-star cards your deck contains.

\*\* **Poor.** This category includes many common creatures and spells that are often passed over in favor of more powerful cards with stiffer costing costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.

• **The Worst.** There are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher costing cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an overage card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.

— **Inopprobable.** These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

### SAMPLE LISTING

Card Name	Art	U	SR	4	5*
Book of Solomon	Art	U	SR	4	5*
Book of Solomon	Art	U	SR	4	5*
Book of Solomon	Art	U	SR	4	5*
Book of Solomon	Art	U	SR	4	5*
Book of Solomon	Art	U	SR	4	5*
Book of Solomon	Art	U	SR	4	5*
Book of Solomon	Art	U	SR	4	5*
Book of Solomon	Art	U	SR	4	5*
Book of Solomon	Art	U	SR	4	5*
Book of Solomon	Art	U	SR	4	5*

### RARITY

InQuest is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1, or R2-D2; in this price guide, cards are either common, uncommon or rare. We've got a real simple abbreviation system for those words—check it out below.

#### C Common

They're the cards you get by the fistful when you buy packs. Good stuff, but not very expensive.

#### U Uncommon

These are a little difficult to come by. You usually get a couple of these per pack, and depending on how useful they are in game play, some carry heavier price tags than others.

#### R Rare

When someone says you only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

#### UR Ultra-Rare

These are those cards that usually are found one per box and sometimes even less frequently.

### SHEKIN BROWNIE CARD DESCRIPTION

- A Card Name
- B Kind: Summon Faerie means the Brownie is a creature of "the game Faerie."
- C Description: The description of exactly what the card can do.
- D Flavor Text: A funny or informative quote, usually historical in nature.
- E Artist
- F Costing: Cost Mr. Brownie costs are green and one other mana to summon into play.
- G Expansion Symbol: This tells you what set the cards belongs to, in the Brownie's case, the column symbol means he's from the Legends set.
- H Power/Toughness: Only for creatures.

Book of Solomon is a rare artifact, it has a three power rating, and it was painted by Jasper Myrles. Its costing cost is four mana, it's available in Arabian Nights and Revised. Flip a coin and, if the coin lands up in your favor, you get a 5/5 flying artifact creature; otherwise, you take five damage. How do we know all that? Because our Lord Zaul told us. No, no, just kidding. We know all that cool stuff because we've read all the card reference charts below. Zaul had next to nothing to do with it. Just so you know: restricted cards are limited to one per deck in tournament settings. And banned cards, well, are a no-no for tournaments.



ARTIST  
ABBREVIATIONS

The following is a list of artist abbreviations.

Alexander, Rob  
Apland-Felix, Randy  
Banks, Julie  
Boyd, Edward Jr.  
Bosson, Melissa  
Bishop, Kristen  
Brackschmidt, Kevin  
Brady, Cornelius  
Buck, Catherine  
Dawforth, Liz  
Dahvler, Donita  
Ewald, Rick  
Ernest, James  
Everingham, Sandro  
Foglio, Ken  
Foglio, Phil  
Frazier, Dan  
Gallegos, Randy  
Galen, David  
Hampton, Justin  
Hosner, Duncan  
Hudson, Heather  
Jones, Fay  
Kamran, Kerrie  
Kane-Ferguson, Richard  
Kintale, Mike  
Kirschner, Scott  
Lacard, Nicole  
Maddocks, Aaron  
Mancoske, Phillip  
McKall, Harold  
Mogues, Jeff A.  
Moyer, Ken Jr.  
Mortensen, Pat  
Nyffels, Jasper  
Oryan-Rosen, Margaret  
Pozio, Mark  
Reiche, Mike  
Rush, Christopher  
Ruse, Andi  
Shuler, Douglas  
Sneady, Brian  
Spencer, Ron  
Teeby, Mark  
Thomas, Mike  
Thomas, Richard  
Thompson, Ruth  
Tucker, Drew  
Van Camp, Susan  
Vankar, Pula  
Wiedowitz, Bryan  
Wintershead, Tam  
Winters, Anthony  
Wolter, Amy  
Wydars, Michael  
Wilkins, L.A.  
Wullich, Doreen

RAI  
RAF  
JBE  
EBE  
MBA  
KBI  
KBR  
CBE  
CBB  
LDA  
DBE  
FED  
JBI  
SEB  
KFO  
PFB  
DBF  
RGA  
DGB  
JHO  
QBU  
HBU  
EJA  
KBE  
KBF  
MBO  
SBU  
MLE  
ALBA  
PBU  
MBC  
JMB  
KMB  
PMB  
JMY  
NBI  
NBE  
NBA  
CBB  
NBB  
DSB  
BSB  
RSP  
NTE  
BTH  
RTH  
RTY  
DTU  
SVC  
PVB  
BWA  
TWB  
JWB  
JWB  
MWB  
LMB  
DMB

## CARD TYPES

AC Artifact Creature  
ART Artifact  
CU Cumulative Upkeep  
EA Enchant Artifact  
EC Enchant Creature  
EE Enchant Enchantment  
EL Enchant Land  
EN Enchantment  
EW Enchant World  
INS Instant  
INT Interrupt  
LAN Land  
SC Summon Creature  
SL Summon Legend  
SOR Sorcery

SET  
ABBREVIATIONS

A Alpha Limited  
AI Alliance  
AQ Antiquities  
AN Arcane Mystics  
B Beta Limited  
DK The Dark  
FE Fallen Empires  
4th Fourth Edition  
HL Homelands  
LA its Age  
LG Legends  
R Revised  
U Unlimited

## SPOTLIGHT:

MAGIC: THE GATHERING  
ALLIANCES  
CARD DESCRIPTION

## FORCE OF WILL

- A**—Card Name. Force of Will.  
**B**—Kind. Interrupt.  
**C**—Description. The description of exactly what the card can do.  
**D**—Artist.  
**E**—Casting Cost. Force of Will costs two blue and three other mana to summon into play.  
**F**—Expense Symbol. This tells you what set the card belongs to. Force of Will, of course, is from the new Alliances set.  
**G**—Power/Toughness. Only for creatures.

## HEY!

Check out these other cool-looking Alliances cards. You can find killer combos using the new Alliances cards in the Magic Players Guide, starting on page 104. We also have an Alliances Players Guide, which begins on page 124. Check it out to get the latest info on the hottest new Magic: The Gathering expansion set.

Hold the faith, Magic fans! Alliances, the sequel to last year's *its Age*, certainly comes through with flying colors.

Your favorite races are back—Kjeldarans, Beldarians, Seldarians—along with a brand-new cast of kick-ass ages, lightning-fast knights and overpowering elves. There are zero-costing spells in all colors and a handful of cards you'd lost your life *WotC* never printed. Along with a slew of wacky cards that bring the fun back to Magic, like the *Strengthened Spy* and the *Rogue*.

Skytopian, there are enough tournament mainstays—the red *Assault Djinn*, *Beldarien Harrier*, comes to mind—that Alliances cards may end up dominating tournaments for some time to come. It just might be the most powerful set ever.



# INQUEST

players guide

[illegible]

Notes	Grid	CR	History	Index	Score	Score Percent
<b>Adrian's Battle Gaze</b>	ADT	1	***	ADT	2	AD 49
2 Make one of his moves +2/2 for me, being as Adrian's battle Gaze is supposed. This may choose to have, leaving a battle Gaze trapped.						
<b>Adrian's Transmogrification</b>	ADT	C	***	ADT	1	AD 49
Make (most) non-critical moves on critical moves with +1/+1 (it means its original value as well). Discard Adrian's transmogrification when it has been used.						
<b>Bonus of Resistance</b>	ADT	R	***	ADT	2	AD 49
1, 2 Success: 3/4 of Resistance to help 2 AD or present up to 2 damage to any target.						
<b>Barbed Shields</b>	ADT	C	***	ADT	1	AD 49
1, 2 Success: Barbed Shields to add one credit of any color to your next move. (new) as well as the beginning of the next turn.						
<b>Battle Gaze</b>	ADT	1	***	ADT	2	AD 49
2 Target creature should not setup as usual as its controller's next turn.						
<b>Beastly Moxes</b>	ADT	C	***	ADT	2	AD 49
1 Add 3 to your next move. Speed 3 is using at any time.						
<b>Bonus of Moxes</b>	ADT	1	***	ADT	2	AD 49
2 Give target creature burning and end of turn.						
<b>Burning Gaze</b>	ADT	C	***	ADT	2	AD 49
2 Give one creature Burning. This destroys any wild looking it.						
<b>Charm Gaze</b>	ADT	1	***	ADT	2	AD 49
2 Charm Gaze add 3 damage to both damage. Any 1.						
<b>Charm Gaze</b>	ADT	1	***	ADT	2	AD 49
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[illegible]

[ Stronghold Spy, Storm  
Cauldron and Awesome Presence

There are many ways to get your spy through so you can use his cool special ability. One way to do it is to use Awesome Presence so your foe has to pay extra mana to be able to block. Steal a Store Combine and if he does pay the three mana, all those lends go back into his hand. Eventually, he won't have the mana to block your spy and your opponent'll have to play with his cards drawn for all to see.

	STROMGOLD SPY	STORM CHILDREN	AWESOME PRESENCE
<b>Academy Drive</b>	ART 3 *** MW 2		
2. All units in play from Academics respond as heard, including Academy Clinic			
<b>Academy Clinic</b>	ART 3 *** TRN 1		
1. Target attacking clinic is done not play. You may only use this ability if defending player controls unsworned clinic			
<b>Academy's Strength</b>	ART 3 *** TRN 1		
1. Turn 2, turn 3 second hand end of your next unsworned end of the same type. 2. Turn 3, turn 4 second hand end of your next unsworned end of the same type			
<b>Academy's Whistle</b>	ART 3 *** Otr 3		
1. Target not in control cannot attack, as is destroyed or out of use. The counter's activation may activate this effect by paying 1, 3, or 5. The counter's ending cost. Play during opponent's turn before his or her effect			
<b>Academy of the Academy</b>	ART 3 *** MW 3 LG 1H		
Top of Academy when costing 100. Topcost do not enter normally during play phase			
<b>Amalgamation Clock</b>	ART 3 *** MW 6 A2, R 4H		
After counter during attack. At the end of play phase, do 1 damage for each counter in field. Do any cost paid 1 during any play phase to remove 1 counter			
<b>Antidote's Effect</b>	ART 3 *** MW 3		
1. Scallion one of your antibodies is playing to add 2 to your total play (play as an interest)			
<b>Block Mono Battery</b>	ART 3 *** MW 4 LG 1H		
2. T. Add 1 counter to Block Mono Battery. 1. Add 4 to your main cost. Remove any counter on your side. 000 0 for each counter removed play as an interest			
<b>Block Vite</b>	ART 3 *** MW 1 A, R, LG 1H		
1. 1 damage for each end over four opponent has in hand during setup			
<b>Blue Kite Battery</b>	ART 3 *** MW 4 LG 1H		
2. T. Add 1 counter to Blue Kite Battery. 1. Add 4 to your main cost. Remove any counter on your side, add 0 for each counter removed play as an interest			
<b>Brain Flow</b>	ART 3 *** Otr 2		
1. Free all counters -1/2 and end of turn			
<b>Book of Rules</b>	ART 3 *** SW 4		
2. Scallion 2 life to end of turn			
<b>Bottle</b>	ART 3 *** MW 4 A, R, LG 1H		
1. Top cost of opponent's side, do 5 damage to you and about 10 to Scallion. Otherwise, immediately replace Bottle of Scallion with a 100 token, which is a 1/2 turn contract counter			
<b>Brace Man</b>	ART 3 *** Otr 1 A, R, LG 1H		
Pay 1 during setup to setup 1/3			
<b>Brace Man</b>	ART 3 *** MW 3 LG 1H		
1. Topcost. Return to 0 all damage to Braces Man by 100s playing a whatever you control on addition counter 1/4			
<b>Coal Colon</b>	ART 3 *** MW 5		
1. Scallion Colon is cost 100 to your main cost 1/2			
<b>Colony of Scallion</b>	ART 3 *** MW 9		
1. Scallion Colony does not enter as normal if your camp phase, you may spend 1 in your setup to enter Colony 3/9			
<b>Conch Horn</b>	ART 3 *** MW 2		
1. Scallion Conch Horn is cost 2 mps. Then any single add from your hand back to top of your library			
<b>Cooperation</b>	ART 3 *** MW 4 A, R, LG 1H		
1. T. Scallion up to 2 damage			
<b>Copper Tablet</b>	ART 3 *** MW 3 A, R, LG 1H		
All players take 1 damage during their setup as long as Copper Tablet is in play			
<b>Coal Train</b>	ART 3 *** MW 3		
1. After having trouble +2/2 and end of turn. Whenever you use this ability, randomly destroy 1 card from your hand. Coal Train costs end of turn and you have to pay 100			
<b>Come of the Ages</b>	ART 3 *** MW 2		
1. T. Switch target each other from one player to another. The scallion's controller that not change. Test movement as you cost			
<b>Cryptic Box</b>	ART 3 *** MW 1 A, R, LG 1H		
1. Get 1 life for any live spell cost. Get only 1 life for each 1/4 of cost			
<b>Earthquake</b>	ART 3 *** MW 4 LG 1H		
1. Scallion cost 100 to 1 each during setup phase			

Name	Grid	CE	Energy	Cost	Set Point
Description					
<b>Cyclopses Tenth</b>	INT	R	***	Alas 4	A, U
2. Turn a land into a desert swamp. If Cyclopses Tenth leaves play, each subsequent turn one land controlled by Cyclopses Tenth returns to normal.					
<b>Reaping Sentries</b>	AC	R	***	Alas 4	A, R, U, TH
Timing 1/5					
<b>Dark Sphere</b>	INT	U	**	Alas 0	OK
1. Sacrifice Spheres to power half of the damage done to you by a single source or number dice.					



ELVISH RANGER



NOBLE STEEDS

**Elvish Ranger and Noble Steeds:** The Elvish Ranger is a powerful attacker which can kill off most creatures or put a hurtin' on your foe. Trouble is, with her toughness of nine, she can be blocked and killed by a 1/1 Bug Bat. To make your Elvish Ranger a hammer on the board, merely mount the Ranger on your Noble Steeds. Now you have a Ranger that can first strike. Cee Wanne died and lives to tell the story back at the Ash-face Inn.

<b>Ally's Gate</b>	INT	U	***	Alas	0	FF
1. Sacrifice Ally's Gate. If target creature you control attacks and isn't blocked, you may take no power in life. If so, it deals no damage to represent the gate.						
<b>Bull's Gate</b>	INT	R	***	Alas	7	FF
2. If target creature you control attacks and isn't blocked, it deals no damage to represent the gate, instead put a coin counter on Bull's Gate. Pay 2 and remove a coin counter to represent a target creature.						
<b>Beastly Sentries</b>	INT	R	***	Alas	7	U
1. Buy target permanent you own.						
<b>Beastly Machine</b>	AC	U	***	Alas	7	OK, TH
2. Represent 1/1.						
<b>Belonged</b>	INT	R	***	Alas	7	HE
2. Take creature from your hand and put it directly into play. Send it off if it was just summoned.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	A, R, U, TH
Whenever anyone loses a land, do 2 damage to that player for each land lost.						
<b>Beastly Sentries</b>	INT	R	***	Alas	7	A, R, U, TH
2. Opponent must discard 1 card of his choice. Can only be used during turn of controller.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	FF
1. If creaturely creature is cast from your hand to represent a target creature.						
<b>Beastly Gate</b>	AC	C	***	Alas	3	A, R, U, TH
2. If 1/1 is not used at turn 1/5.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	U
2. Take one of your attacking creatures. Deal target up to 1 more damage, except that defender excepted to block. It may not block another creature.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	HE
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<b>Beastly Gate</b>	INT	R	***	Alas	7	FF
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2. If 1/1 is not used at turn 1/5.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	U
2. Take one of your attacking creatures. Deal target up to 1 more damage, except that defender excepted to block. It may not block another creature.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	HE
2. If 1/1 is not used at turn 1/5.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	FF
2. If 1/1 is not used at turn 1/5.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	U
2. Take one of your attacking creatures. Deal target up to 1 more damage, except that defender excepted to block. It may not block another creature.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	HE
2. If 1/1 is not used at turn 1/5.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	FF
2. If 1/1 is not used at turn 1/5.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	U
2. Take one of your attacking creatures. Deal target up to 1 more damage, except that defender excepted to block. It may not block another creature.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	HE
2. If 1/1 is not used at turn 1/5.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	FF
2. If 1/1 is not used at turn 1/5.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	U
2. Take one of your attacking creatures. Deal target up to 1 more damage, except that defender excepted to block. It may not block another creature.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	HE
2. If 1/1 is not used at turn 1/5.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	FF
2. If 1/1 is not used at turn 1/5.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	U
2. Take one of your attacking creatures. Deal target up to 1 more damage, except that defender excepted to block. It may not block another creature.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	HE
2. If 1/1 is not used at turn 1/5.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	FF
2. If 1/1 is not used at turn 1/5.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	U
2. Take one of your attacking creatures. Deal target up to 1 more damage, except that defender excepted to block. It may not block another creature.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	HE
2. If 1/1 is not used at turn 1/5.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	FF
2. If 1/1 is not used at turn 1/5.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	U
2. Take one of your attacking creatures. Deal target up to 1 more damage, except that defender excepted to block. It may not block another creature.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	HE
2. If 1/1 is not used at turn 1/5.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	FF
2. If 1/1 is not used at turn 1/5.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	U
2. Take one of your attacking creatures. Deal target up to 1 more damage, except that defender excepted to block. It may not block another creature.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	HE
2. If 1/1 is not used at turn 1/5.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	FF
2. If 1/1 is not used at turn 1/5.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	U
2. Take one of your attacking creatures. Deal target up to 1 more damage, except that defender excepted to block. It may not block another creature.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	HE
2. If 1/1 is not used at turn 1/5.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	FF
2. If 1/1 is not used at turn 1/5.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	U
2. Take one of your attacking creatures. Deal target up to 1 more damage, except that defender excepted to block. It may not block another creature.						
<b>Beastly Gate</b>	INT	R	***	Alas	7	HE
2. If 1/1 is not used at turn 1/5.						
<b>Beastly Gate</b>						



players guide

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## PHOTOCOPYING PERMITTED



## RESTAURANT

**Phantasmal Fieled and Bestial Fury:** The Phantasmal Fieled is a 1/5 black creature that can sweep away and taunt. The problem if your opponent blocks a 1/5 Fieled, they'll actually bounce, or you'll win the Fieled to a 5/7, after the blocker just dying well. Just slap a Bestial Fury if it can have some fun if it blocked. It's a 5/5 trampler if it's not blocked, sweep power and taunt and it's a 5/5. Either way, your opponent's world of hurt.

[illegible]



[illegible]

**♂ Ashford's Cylix and**  
**Sidder of Fortune:** The  
Cylix is a versatile little toy  
and, on yourself, it works like a  
divine lifeline. On your  
opponent, it can work like a  
lifeline, except you don't  
want your opponent to keep  
owning the best of his three  
rolls. So it's time to have the  
Sidder of Fortune. Once your  
opponent picks the card he  
wants to keep by putting it on  
top of his library, use the  
Sidder to make sure that card  
ends back down deep into  
his deck.

Welter Dds	Age	1 ***	Wt: 2	A/L/U/L/179	Reg: Imp	SC	C ***	Sp: 30	DR: 0%
Each group may only step up to 1 ind during same phase					Play: 1/1				
Woolen Sphers	Age	1 ***	Wt: 1	A/L/U/L/173	Reg: Bst	SC	C ***	Sp: 8	DR: 0%
1. Get 1 M to for any given col is out. Can only get 1 M to each time a given col is out.					Current not blocked by wds: 1/1				
Neon Solids	Age	1 ***	Wt: 3	A/L/173	Reg: Wrt	SC	C ***	Sp: 13	A/L/U/L/173
Yellow Solids can't be out when other colors 1/1					Swamp: 2/3				

Shift of the Bead SE 0 000 850 30 0  
Counts is a well shift of the Bead less power and frequency, each  
equal to the number of waves around leads you want 1/4  
Design Shifters SE 0 000 850 30 0 A,B,C,D,E  
8 Regenerates 1/4



## p l a y e r s   g u i d e

[illegible]

Area	Def	CE	Using	After	Cost	Sub-Fund	Name	Grid	CE	Using	After	Cost	Sub-Fund
Resource							Resource						
<b>Green Robbers</b>	SC	8	***	0%	B11	BK	Impatience	SC	8	*	1%	A16	B7
8. 1 Chance an artifact is easy generated and removed if from the game. Note 2/16 1/1							Expensive target player's hand	2x	1	damage to be each white card in hand			
<b>Greedy Wyrmwood</b>	SC	8	***	0%	B4	PL	Iron Sarge	SC	8	*	1%	P16	B12
10. (revised) get 0-3/3 counts on all evolutions that blocked removal 2/14							All white and go to unblockers on 2x on 2/16 2/2						
<b>Grand</b>	18	8	***	1%	B3	LG, CH	Awful Def	SC	8	***	0%	B7	LG
8. Once an extra used and survives 2/16							Be 2 damage to opponent for each white creature: opponent counts						
<b>Goodwin Best</b>	SC	4	***	1%	B3	AN	Arson Effect	SC	4	***	0%	B11	AN, CH
1. If removed, prevents the starting, destruction, or enhancement of your own creature abilities.							Play: PG, BB during upturn on Arson Effect is destroyed 3/12						
<b>Heaven Ocean</b>	SC	8	***	0%	B6	18, LR	Arson Effect	SC	8	***	1%	B11	B12
Play 2 when Heaven Ocean attacks on line 2 2/12							Turn 1: damage during upturn 5/15						
<b>Heavening Best</b>	18	8	***	1%	B3	AD	Shaded Effect	SC	8	***	0%	B7	AN
1. 1 damage to another's creature each time an artifact is played in hand, or in operation card and							Shade is 1/1-1 taken at end of turn for each creature that was destroyed that turn. 1/1						



CHARTS FILED IN:



## THE DUTY OF PATIENTS

**Chess Harlequin and Lin-Doll's Vault:** The Chess Harlequin can pump in to a huge size if you can just keep him from drawing his Lin-Doll's Vault lets you order your next five cards or even pay him to look at another five or maybe even the five after that. Once you feel the five you want, head them to the Harlequin and point your opponent good. Keep in mind that Devious Wonders or Fawcett's World can make this clown unblockable.

<b>Alchemist's Hexagram</b>	SC	C	•	Qtr: 30	16	<b>Knight on Cloud</b>	SC	C	•	Qtr: 30	16
2/7						You must sacrifice a creature when <b>Heads</b> comes out play					
<b>Headlines</b>	MS	C	•	Qtr: 10	10	<b>B. Ragnorag 2/1</b>	SC	C	•	Qtr: 30	16
Remove target and if you prevent then count. Once a card during next turn's upkeep.											
<b>Headache</b>	DA	B	•	Qtr: 10	10	<b>Rights of Strangled</b>	SC	C	•	Qtr: 30	16
Sacrifice two creatures when <b>Heads</b> comes out play. If you interrupt you control it when <b>Heads</b> does 1 damage to you target.						Rebates from white. BB +1/+1 and end of turn. If first strike until end of turn 2/1.					
<b>Head</b>	SC	C	•	Qtr: 30	16	<b>Raiden Falls</b>	FW	T	•	Qtr: 30	16
Destroy all non-black creatures. If they die 4-4 damage to you, which is 4 times the number of creatures destroyed in the graveyard.						During your upkeep, if you target creature you control is blue. Destroy it. The creature can attack you without its controller paying an additional 1 damage to the creature's controller.					
<b>Head's Controller</b>	SC	C	•	Qtr: 30	16	<b>Reckless</b>	FW	T	•	Qtr: 30	16
1. Sacrifice a creature to get a creature in the graveyard directly in play 1/1.						2. Give a creature +1/+1 and end of turn. 3. Give a creature you control flying and end of turn. Any that creature at the end of the turn 1/1.					
<b>Head Sworn</b>	MS	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
Rules of creatures 1/4 end of turn.						Target creature gets +1/+1. Once a card at the beginning of the next turn.					
<b>Head Stone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. 1/1 and end of turn.						2. If a creature dies during a turn in which <b>Heads</b> comes out play, it is put into play where you control. Give the creature 1 damage.					
<b>Head of the Beast</b>	DA	B	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
Sacrifice a creature to regenerate a black creature.						Verifies losses from you control 2/1.					
<b>Head from Beyond</b>	MS	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
Target creature gets +1/+1 and end of turn.						1. Remove creature's controller 2/1.					
<b>Headline</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Give flying and 1/4 end of turn 1/1.						2. Give flying and 1/4 end of turn 1/1.					
<b>Head to Head</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
Target player randomly discards two cards in hand. After 10 cards, SC, SC.						3. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						4. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						5. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						6. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						7. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						8. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						9. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						10. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						11. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						12. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						13. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						14. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						15. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						16. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						17. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						18. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						19. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						20. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						21. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						22. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						23. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						24. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						25. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						26. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						27. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						28. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						29. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						30. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						31. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						32. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						33. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						34. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						35. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						36. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						37. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						38. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						39. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						40. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						41. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						42. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						43. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						44. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						45. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						46. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						47. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						48. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						49. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						50. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						51. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						52. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						53. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						54. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						55. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						56. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						57. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						58. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						59. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16
1. Remove creature's controller 2/1.						60. Give flying and 1/4 end of turn 1/1.					
<b>Headstone</b>	SC	C	•	Qtr: 30	16	<b>Reckless Strike</b>	SC	C	•	Qtr: 30	16

[illegible]



# players' guide

Name	Card	Cost	Mana	Attack	Defense	Subtotal
<b>Walking Dead</b> 10 Regenerate 1/1	SC	C	----	0/1	0/1	1C
<b>Wall of Bone</b> 10 Regenerate 1/4	SC	B	----	0/0	0/2	1B,1R,1G,1W
<b>Wall of Pained Flesh</b> Patcher from white. Damage done to Wall of Pained Flesh by untargeted creatures is reduced to 1/4.	SC	B	----	0/0	0/2	1B
<b>Wall of Shrouds</b> Damage done to Wall of Shrouds by creatures if Shrouds is reduced to 0. Wall of Shrouds may not be targeted by effects targeting only white.	SC	C	----	0/0	0/1	1C,1R
<b>Wall of Ironclad</b> "do number of creatures in your graveyard 0/1"	SC	C	----	0/0	0/1	1C
<b>Wing Airtail</b> do 1 damage to target ally's creature during upkeep	UA	----	0/0	0/0	0/0	1B,1R,1G,1W



## LORD OF TRESSERHORN

## SURGE OF STRENGTH

<b>Weakness</b> Target creature loses 2/1.	EL	C	----	0/0	0/0	1B,1R,1G,1W
<b>Wall of No-Ship</b> Flying 0 Regenerate 3/1	SC	B	----	0/0	0/1	1B,1R,1G,1W
<b>Withering Wings</b> do 1 damage to each creature and all players. You may not respond once it has the number of untargeted creatures you control. Destroy Withering Wings if there are no creatures in play and all.	UA	----	0/0	0/0	0/0	1B,1R,1G,1W
<b>Word of Binding</b> Tap 2 creatures.	SC	C	----	0/0	0/0	1B,1R,1G,1W
<b>Word of Command</b> Destroy opponent's land. Play a creature or instant if you're choosing from opponent's own cards; land if you may do so. Temporarily, you can't cast spells in your own graveyard.	NS	B	----	0/0	0/0	1B,1R,1G,1W
<b>Words of the Earth</b> In your land may be put into play. During any upkeep, any player may destroy Withering Wings by sacrificing 2 lands in 3 life.	UA	----	0/0	0/0	0/0	1B,1R,1G,1W
<b>Wretched</b> After combat, take control of all creatures Shrouded that Wretched. You lose control of each creature when The Wretched leaves play or your combat 2/5.	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Witch Polymorph</b> do 1 damage to creature; instant that is untargeted creature with both power and toughness equal to its casting cost and with its original abilities. It enters with only one tap and regains 1/1.	SC	C	----	0/0	0/0	1B,1R,1G,1W
<b>Wrought in Silence</b> Flying first ability. During your upkeep, sacrifice one of your evanescence. Temporarily, before taps to do 2 damage to you. 1/1.	SC	C	----	0/0	0/0	1B,1R,1G,1W
<b>Zombified Master</b> All creatures in play gain untargetable and may regenerate if it is as long as Zombified Master remains in play. 2/3.	SC	C	----	0/0	0/0	1B,1R,1G,1W

<b>Blue</b> do 1 damage to each player.	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Blue Storm</b> All creatures with 1 or less. Any player may pay 2 life to have. After Storm Effects that prevent or reduce damage may not be used to counter this loss of life.	SC	B	----	0/0	0/0	1B,1R,1G,1W

Name	Card	Cost	Mana	Attack	Defense	Subtotal
<b>At the Heart</b> Flying 1/4	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Assault</b> Destroy target player's hand. Target creature all non-land cards in hand.	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>+ Assault</b> Target player must draw 3 cards.	NS	B	----	0/0	0/0	1B,1R,1G,1W
<b>Assault at Heart</b> Does not affect untargeted creatures. Target ally becomes untargetable creature with power and toughness standing to casting cost target ally's original abilities.	UA	----	0/0	0/0	0/0	1B,1R,1G,1W
<b>Assault at Heart</b> Destroy all untargetable or target creature, which cannot be targeted by any other instant, sorcery, or enchantment.	UA	----	0/0	0/0	0/0	1B,1R,1G,1W
<b>Assault at Heart</b> do 1 damage to you. May not play in an opponent's 1/1.	SC	C	----	0/0	0/0	1B,1R,1G,1W
<b>Assault at Heart</b> do 1 damage to target creature; flying and land of non.	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Assault at Heart</b> Flying 2/4	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Assault at Heart</b> do 1 damage to each creature for each creature untargetable or not cast creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Assault at Heart</b> do 1 damage to each player; you take from target creature. Destroy if a point of damage to a creature's creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W

<b>Assault at Heart</b> do 1 damage to each player; you take from target creature. Destroy if a point of damage to a creature's creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Assault at Heart</b> do 1 damage to each player; you take from target creature. Destroy if a point of damage to a creature's creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Assault at Heart</b> do 1 damage to each player; you take from target creature. Destroy if a point of damage to a creature's creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Assault at Heart</b> do 1 damage to each player; you take from target creature. Destroy if a point of damage to a creature's creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Assault at Heart</b> do 1 damage to each player; you take from target creature. Destroy if a point of damage to a creature's creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W

<b>Assault at Heart</b> do 1 damage to each player; you take from target creature. Destroy if a point of damage to a creature's creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Assault at Heart</b> do 1 damage to each player; you take from target creature. Destroy if a point of damage to a creature's creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Assault at Heart</b> do 1 damage to each player; you take from target creature. Destroy if a point of damage to a creature's creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Assault at Heart</b> do 1 damage to each player; you take from target creature. Destroy if a point of damage to a creature's creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Assault at Heart</b> do 1 damage to each player; you take from target creature. Destroy if a point of damage to a creature's creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W

Name	Card	Cost	Mana	Attack	Defense	Subtotal
<b>Card Effect</b> do 1 damage to each player; you take from target creature. Destroy if a point of damage to a creature's creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Card Effect</b> do 1 damage to each player; you take from target creature. Destroy if a point of damage to a creature's creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Card Effect</b> do 1 damage to each player; you take from target creature. Destroy if a point of damage to a creature's creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Card Effect</b> do 1 damage to each player; you take from target creature. Destroy if a point of damage to a creature's creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Card Effect</b> do 1 damage to each player; you take from target creature. Destroy if a point of damage to a creature's creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W

<b>Card Effect</b> do 1 damage to each player; you take from target creature. Destroy if a point of damage to a creature's creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Card Effect</b> do 1 damage to each player; you take from target creature. Destroy if a point of damage to a creature's creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Card Effect</b> do 1 damage to each player; you take from target creature. Destroy if a point of damage to a creature's creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Card Effect</b> do 1 damage to each player; you take from target creature. Destroy if a point of damage to a creature's creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W
<b>Card Effect</b> do 1 damage to each player; you take from target creature. Destroy if a point of damage to a creature's creature.	SC	B	----	0/0	0/0	1B,1R,1G,1W

[illegible]

Character	Deck	CR	Rating	Area	Card	Set	Page
<b>Invincible Prophecy</b>	EN	R	***	HRG	UWU	LA	
Counter to opponent's spell summoning a creature of a color different from its own, this card uses your controller's color pay on cast. If, when it is in play, the card being cast:							
<b>Island Walk</b>	SC	R	**	YF	UBR	MA	19
Pay U/LR during upkeep to untap. Control must defeat opponent's red attack. Destroyed unconditionally if controller has no lands in play. 5/5L							
<b>Jace</b>	US	C	***	NRG	U	R	
Target land becomes basic land of your choice until end of turn. Draw card on the beginning of the next turn's upkeep.							
<b>Jump</b>	US	C	**	NRG	U	2.8	14, 15
<b>Jumpstart</b>	SC	R	***	YF	UBR	LA	15
Casts and target player each draws their highest-ranking card and chooses and exchange control of them, thus doing the player for each. Do not take control of a creature if it already has none of these.							
<b>Gravelin Summon</b>	SC	C	***	HRG	U	18	
If discarded a card from your hand and draw a card. If you discarded a land card, draw two cards instead, keeping one and discarding the other. 1/1							
<b>Large and Mean</b>	SC	C	**	NRG	B	13	
Creatures blocked by <i>Large and Mean</i> do not count as normal. Until their controller's next upkeep phase. 1/4 (this creature)							
<b>Land Equilibrium</b>	EN	R	***	YF	UBR	15	
If opponent has at least as much land in play as you, he is not allowed a land for each one you opponent plays. 1/1							
<b>Reveries</b>	SC	R	***	YF	UBR	15	
Target creature loses control. Sacrifice two lands during upkeep. Untapping creature. Sacrifice two lands to attack with. 10/10							
<b>Shades</b>	EN	C	***	NRG	U	2.8	14, 15
One of the whenever opponent casts a land							
<b>State of Affairs</b>	SC	R	***	YF	UBR	15	
While land of colors is in play, all attacks in play are colorless. 1/1 and 1/1 1/1							




## SOLVENT STEAM BEAST

<b>Mystical Beast</b>	HR	R	***	HRG	U	4.8	14, 15
Change the text of a card being played in a play by switching one basic land type with another.							
<b>Angels of the Breeds</b>	SC	R	***	YF	UBR	15	
U/L 1. Draw one of opponent's artifacts and your control of a land of that color. If it is an enchantment, it must attack and you may use any abilities it requires to activate. 1/1							
<b>Archonid's Will</b>	SC	R	***	YF	UBR	15	
Flying 5/5							
<b>Beast Beast</b>	HR	C	***	HRG	U	15	
Counter: target spell. At the beginning of your next turn: add to your mana pool creature cards until you're casting cost. 4.8/14, 15							
<b>Beast Beast</b>	HR	C	***	HRG	U	15	
If opponent's land has tapped, opponent's mana pool is emptied. Opponent is not damaged by instant event.							
<b>Beast Beast</b>	HR	C	***	HRG	U	15	
Sacrifice a land while casting. Until you're in a combat. If players who control land must sacrifice a land during upkeep. After being destroyed, destroy them. Use no lands in play.							
<b>Beast Beast</b>	HR	C	***	HRG	U	15	
Does not destroy your army. After combat, control attack if attacking player sacrifices no land. If you cannot sacrifice, have 10/10							
<b>Beast Beast</b>	HR	C	***	HRG	U	15	
Sacrifice a creature to summon. Using the ability only if you already have 10/10 until the end of turn. After that, you're in a combat. To keep attacking creature without flying. 5/5							
<b>Beast Beast</b>	HR	C	***	HRG	U	15	
Control target spell. For that spell in top of its owner's library. 10/10							

[illegible]

**Solid! Steam Boats and Foresight:** So your Steam Boat Book is being ramped by an icy, unhelpful foe. In fact, by losing the Beast, he's giving two life to him. Finally, draw a Lightning Bolt to stop your stupid Steam cost. Suddenly you realize we've got three more of these useless things in your deck. Quickly you cast Insight and remove all those Steam Boats and draw a couple! Of course, now your deck will need a new name.

[illegible]



# players guide

Name	Kind	Cost	Rating	Area	Set	Found
<b>Power Artifact</b>	EA	0	***	DSO	18U	A2
Revoke this artifact's cost if a target artifact is lost. 4 activation cost becomes 1 if Power Artifact reduces activation cost below 1. No net effect on artifacts with no activation cost of 1 or less.						
<b>Power Lock</b>	EE	0	***	CU	01	A,B,U,X,47H
Target creature requires 2 during upkeep. Power Lock does 1 damage to target and enchantments controlled by each opponent.						
<b>Power Seal</b>	RT	0	***	RTB	02	A,B,U,13,17,19,UA
Control target spell unless it costs spends 4 more mana. Target spell's cost must spend all available mana from lands and mana pool until X is met.						
<b>Prohibit Sacrifice</b>	SC	0	***	DSB	02	A,B,U,X,47H
Do 1 damage to any target 1/1.						
<b>Phases Black</b>	HS	0	***	DSB	02	A,B,U
Do 4 damage to any target and 2 damage to you.						
<b>Phase Empty</b>	HS	0	***	DSB	02	47H,48H
Do 4 damage to any target and 2 damage to each 1/1.						
<b>Psychic Alchemy</b>	IA	0	***	ABU	03	0
Choose a color when Psychic Alchemy is cast. Do 1 damage for each cost of the color on opponent creature during its next upkeep. Sacrifice two lands during your upkeep or during Psychic Alchemy.						
<b>Psychic Forge</b>	SRK	0	***	SRK	01	0
Do 1 damage to any target if opponent creature you do control. Psychic Forge, attempt must sacrifice 1 life.						
<b>Psychic Horror</b>	EL	0	***	DSB	01	A,B,U,X,47H
Do 2 damage to target land's controller whenever target land is tapped.						
<b>Pyretic Molae</b>	EC	0	***	SLV	03U	02, 04
If target creature goes to the graveyard, when creature is parent's land cost destroy all enchantments in it. Then may pay ABU to return. Target creature is the owner's choice of the top 3.						
<b>Ray of Command</b>	HS	0	***	DSB	02	0
Target artifact creatures controlled by opponent and lands controlled in it and out of it. You may cast this creature in attack or use abilities that require tapping.						
<b>Ray of Ruin</b>	HS	0	***	ABU	03	0
Target player must take the top card of his or her library and place it in his or her graveyard. Draw a card at the beginning of the next turn.						
<b>Reckless Force</b>	UL	0	***	DSB	02	0
CU: 100. Instead of this second mana, player produces 1, sacrifices power E, enantiomers produce W, and leaves produce U.						
<b>Recoil</b>	SRK	0	***	SRK	01	02, 04
Sacrifice 1 card in hand to keep X cards from your graveyard into your hand, then remove failed one-point.						
<b>Reconnaissance</b>	SRK	0	***	SRK	01	A,B,U
Bring in artifact from your graveyard into play.						
<b>Reef Breaker</b>	SC	0	***	TBN	03U	0
If Reef Breaker is tapped, opponent's creature that is by cost in his library and put in his graveyard 3/2 (from opponent).						
<b>Red Zed</b>	UA	0	***	DSB	02	02, 04
When target artifact is tapped, Red Zed's controller may do 1 damage to give 1 life to any player.						
<b>Reverent Soul</b>	HS	0	***	DSB	02	02, 04
Control target creature's upkeep.						
<b>Rift</b>	UL	0	***	DSB	02	0
Unhappily of your lands. Each may only be played during opponent's turn after 1 life is lost.						
<b>Revive, Once Served</b>	SL	0	***	SRK	02U	0
1. Sacrifice 2 damage to creature in play and does not swap during next turn upkeep phase 3/1.						
<b>Revitalize</b>	HS	0	***	DSB	02	02, 04
Interest damage from creature in its costs.						
<b>Rhyme</b>	HS	0	***	DSB	02	0
Tap all blue creatures.						
<b>River Mark</b>	SC	0	***	DSB	02	0
If River Mark Marked creature, control and cost 2/1.						
<b>Sage of the Sands</b>	SL	0	***	SRK	01	A2
1. Draw a card from your hand. Each time you do this, place one of your artifacts in play in the graveyard 1/1.						
<b>Sage of the Sands</b>	HS	0	***	DSB	02	0
Change the value of any number of target creatures in blue until end of turn.						
<b>Sage of the Sands</b>	SC	0	***	DSB	02	A,B,U,X,47H
Control artifact unless opponent has already in play. Buy 1 immediately if creature has no lands in play 5/1.						
<b>Sacrifice</b>	SC	0	***	DSB	02	0
1. Gain control of target creature if it is in the graveyard. Then, if you lose control of target creature when Sacrifice leaves play, leave your control, or becomes untapped. No any choice to leave Sacrifice tapped. Every Sacrifice whenever you have no lands. 0/1.						

Name	Kind	Cost	Rating	Area	Set	Found
Description						Description
Sage Spirit	SC	0	***	RA	04	14
If +1/+3 until end of turn 2/8						
Sage Spirit	SC	0	***	SVC	17	14
Flying Protection from red 1/1						
Sage Troll	SC	0	***	BS	02	14
If Responsive: Use the ability only during a turn in which Sage Troll was blocked or in which Sage Troll blocked a creature 2/1						
Sagevine Elemental	SC	0	***	MS	14	14,474
Summon 2/3						
Savannah Storm	SC	0	***	AR	02	14
Flying Destroy one of your lands during upkeep. Take 2 damage if the destroyed land is an island 5/4						
Savage Rip	SC	0	***	RA	04	14
Target creature stays tapped during upkeep unless it is attacked last turn. Target creature chosen when Target Rip is cast						
Telekinetic	MS	0	***	DS	01	15
Target creature deals no damage in combat this turn. If it is tapped and may not move normally during its turn after a following turn's upkeep phase						
Teleport	MS	0	***	DS	01	16,18
Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen						
Thornblaze	MS	0	***	MS	01	14,474
Choose the color of a card from exiled in a single use 1/1						

[illegible]

**Visual Drive, Mystic Compass and Kjeldaren Outposts:** Finally, a Homard can love—and best of all, you don't have to put those stupid tide counters on it! To use the Drone, though, you need to sacrifice a swamp and a creature, which is tough if you're not playing blob or have no other creatures. The Mystic Compass will solve your swamp dilemma and the Outpost will solve your creature problem. Suddenly life is easy!

## WSERID.DR016

## TESTING COMPASS

## K. E. NORAM, CHITZOKI

[illegible]





Name	Card	CR	Rating	Initial Cost	Set/Final	Name	Card	CR	Rating	Initial Cost	Set/Final	Name	Card	CR	Rating	Initial Cost	Set/Final			
Description						Description						Description								
<b>Overall Design</b>	SC	C	----	Q10	G1	<b>Blot Growth</b>	BS	C	----	55+	G1	<b>Die-puff</b>	SC	C	----	10+	G2	IA		
Play: 6/2 first strike until end of turn 1/1						Target creature gets +3/+3 until end of turn						Counts the total number of creatures in all play areas								
<b>Endo-Spines</b>	SC	C	----	Q10	G1	<b>Blot Spikes</b>	SC	C	----	55+	G1	<b>Lifeless</b>	SC	C	----	55+	G1	IA		
See "backstab" in an opponent's control until next turn 4/5						Blot spikes are on black flying creatures 2/4						Counters a black spell in a being's play area as an interrupt								
<b>Endo Filter</b>	SC	C	----	Q10	G1	<b>Blot War</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA	
Destroy all endocrines in play if endocrines that are not white						Endo turns may not attack if it did so during your last turn 2/4						Changes the order of one card in play to gain								
<b>Endo War</b>	SC	C	----	Q10	G1	10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
Both players may not play a permanent from their hand during play						Lifeless creatures are blocked by larger until end of turn. For each such creature, choose a creature from endocrines' graveyard and when it's play under endocrines' control. Play that creature						Put 1 counter on target until next play lifeless flying creature, you may keep one and only one counter for 1 life								
Players take flying until next turn's turn to play more creatures						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
Counters: 10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
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10						10	<b>Lifeless</b>	SC	C	----	55+	G1	80	<b>Lifeless</b>	SC	C	----	55+	G1	IA
10						10	<b>Lifeless</b>	SC	C											



## p l a y e r s   g u i d e

Item	Final	EX	EWing	Alt	Cost	Set	Fixed
<b>Powerlines</b>	18	0	***	GR	65		
Cost: 1 We cut the two opponents' artificial bonuses apart, so each has the achievement of an opponent's actions in play. Powerlines is not triggered by continuous actions.							
<b>Protein Synthesis</b>	SC	0	**		60	12	35, 62
EWing, 1, 2 Give target constant 2/3 until end of turn 1/3.							
<b>PTI</b>	SC	0	**		60	102	10
EWing's ally's actions, Powerlines deals 1 damage to that player. Has each continuous land for a while constant.							
<b>Purple Mammals</b>	SC	0	***	Alt	62		
Swampy, 2/2							
<b>Phantom</b>	SC	0	*	**	60	62	10
Draw a card at the beginning of the turn when Phantoms comes into play 1/1							
<b>Red Worded</b>	SC	0	**		60	10	10, 14
Cost: 2+2+2 for each enchantment card as if Red Worded does							



## DISMISSING RETURNS

## GUSTNA'S SCEPTER

[illegible]

Name	Rank	EF	Rating	Arts	Sci	Self	Form
<b>Sandwiches</b>		INS	C	++	F5a	G	MS, 0/1
Da 1 change to all othering creates							
<b>Seaweed Lives</b>		SC	C	++	F5a	G	
DS 1/1 Destroy target ocean land 1/1							
<b>Scaled Plan</b>		SC	C	++	G5a	G7	
1/1							
<b>Seaweed Remains</b>		SC	C	++	F5a	G5a	
Seaweed 4/2, 0 Control target ocean							
By losing 2. The loss control of target ocean subsequent Seaweed							
Remains team play 3/2.							
<b>Seaweed Wins</b>		SC	C	++	F5a	G7	
DS0/1, 1 loss target ocean Seaweed control of all DS 1. Remains							
handover from target ocean and on land 1/1							
<b>Seaweed Fails</b>		SC	C	++	G5a	G	0/1, 0/1
RT Seaweed Seaweed fails handover target ocean 1/1							
<b>Soyle Stars</b>		SC	C	++	F5a	G	0/1, 0/1, 0/1
Every 1/1							
<b>Shampoo Binds</b>		SC	C	++	G5a	G5a	
DS 4/1, 1/1 and on land 4/5							
<b>Shampoo Drops</b>		SC	C	++	F5a	G	0/1, 0/1, 0/1
F5a0/1, 1/1							
<b>Shampoo Remains</b>		SC	C	++	G5a	G1	
1/1							
<b>Shrink</b>		INS	C	++	G5a	G	
Target ocean stars 5/4 until the end of time. (Two versions)							
<b>Shrink Stars</b>		SC	C	++	G5a	G1	
Shrink stars 4/1 until the end of time. (Two versions)							

### Disinfecting Return and Gustav's Sister:

Demerishing Returns is the brand-spankin' new Timebreaker. The best part about Timebreak... is that if you had any good deeds in your head, they could be lost. Now you can safely store a card in the Scepter and other you use Timebreak... is, oh Demerishing Returns, you can get the card back! (Timebreaker sounded so much cooler. Didn't it?)

<b>Swordsmen</b>	FE	B	=	Dish B3
Target location given by "FE" equals the number of swordswomen killed; the defense controls when the captain attacks. Otherwise, equal the number of swordswomen killed; the captain's commander wins. Captain's toughness cannot be reduced below 17 this way.				
<b>Spectral Darts</b>	SC	U	***	Pink OT
If Spectral Darts is declared as an attacker and defending player survives no bleed cards, Spectral Darts does not enter during controller's next setup phase. 2/3				
<b>Spitting Spig</b>				
OT 0-1 Step 1st strike ends all of turn. If ability is not used, every creature damaged is shocked by Spitting Spig-gives their attack and life -2/1.				
<b>Spore Cloud</b>	NIG	C	****	Red GGI
Top of Mithras encounter: No answers in combat and damage the tree. No creatures remain in combat unless it is moved during fight. Controller's next setup phase. Details: Jilly, SVP, APAs				
<b>Spore Flower</b>	SC	U	****	AUDL GG
Not a spore source as Spore Flowers damage occurs. Remove three counters from Spore Flowers present counter when deal damage in combat. G/1				
<b>Stargazer</b>	MBS	P	****	Like GGT
All attacking creatures get +1/-1 and end of turn.				
<b>Storm Surge</b>	SC	U	***	GGG GG
Deal 1 point of damage to opponent for every card he has in his hand.				
<b>Steamed Life</b>	SC	C	****	N/A GS ABX/LA
Target player gains C life.				
<b>Steamed Goods</b>	SC	R	****	N/A GS LBL
Temper player must choose three cards from his or her board and put them on top of his library in any order.				
<b>Sublime</b>	PGS	C	***	BS-G
target avoids death in damage if gives X toughness, where X equals its remaining CC.				
<b>Sudden Solitude</b>	DA	E	***	Like OT LB
You must draw 2 cards until you have those pieces, then either a one of the cards back in deck or 3 more per card not replaced.				
<b>Sylvan Parade</b>	PVS	E	**	NIF-G
Change the color of as many target creatures to green and				

[illegible]

Name	Prod	EQ	Usage	Attr	Cost	Set Found	Name	Prod	EQ	Usage	Attr	Cost	Set Found	Name	Prod	EQ	Usage	Attr	Cost	Set Found
Group/Label							Group/Label							Group/Label						
1	1	1	1	1	1	1	2	2	2	2	2	2	2	3	3	3	3	3	3	3



**Yavimaya Ancients, Stars of the Veterans and Martyrdom:** The Ancients are a great backdrop, but get weak on defense pretty fast. To get more pumping power, wait till your opponent attacks you with either direct damage or a bunch of creatures. Use Martyrdom to redirect the damage you would take to the Ancients. Use Stars of the Veterans to create the Ancients a permanent 2/1/4 creature. Now you can pump 'em to be a monstrous 8/2/1.

## TAYMAYA ANTIQUES

## SCARS OF THE VETERAN

## MARTYRDOM

[illegible]

**RED**

[illegible]



# players guide

Name	Species	Red	Cl	Blue	Int	Life	Size	Set	Health
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
R: 1. Discard a card from your hand to put a +1/+1 on a +1/+1 creature on target creature 0/2.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
2. Scooping a hand to put a +1/+1 creature on a creature. You may only use this ability during your upkeep.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
Does 1 damage, divided evenly among all of your opponent's creatures (round down).									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
1. Destroy a wall 1/1.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
Give target hand +1/+1 until end of turn 1/2.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
R: 1. Target hand put on a creature until end of turn 1/1.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
1. At the end of combat, Deveron Weaver deals 3 damage to target attacking in blocking creature. Only use this ability if creature's creature control only when.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
If Deveron Weaver is blocked by a creature, it gains +1/+1 until end of turn. Attacks 24 105, 105 2/1.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
1/1 (1/1 version).									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
1. A creature of power or greater than 2 becomes indestructible until end of turn 1/1.									



GARGANTUAN GORILLA



LODESTONE BAUBLE

<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
1. During upkeep, add a +1/+1 counter to any creature. Sacrifice on combat each time you use this ability 1/1.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
Do 1 damage to all creatures flying ability have target creature. Does not affect anything else.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
1/1.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
Do 1 damage to all players and everything in play.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
1/1. Regenerate. Do not attack the turn it enters play on your side.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
target creature gains +1/+1. No other creature can attack the turn it target creature attacks.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
Deal 1 damage to each blue and white creature.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
Damage your opponent by the number of creatures you control. See full amount of life, starting up.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
target creature does not stop to attack.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
From a height of at least 100 feet, tip falling Star only when you see.									
Any creature falling Star touches takes 3 damage and tips if it survives. Falling Star has no effect if it doesn't turn at least 180 degrees.									

Name	Species	Red	Cl	Blue	Int	Life	Size	Set	Health
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
Choose if you have any defending creature ready. If not, if you, must be target. Play after choosing a card before damage is dealt.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
All creatures blocking target attacking creature. target creature takes no damage in combat.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
Do 1 damage, divided evenly among any number of targets.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
Deal down 1/1 for each target below the first.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
R: 1/1.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
The flying.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
R: 1/1 until end of turn. Only 1 R can be used on this creature 1/2.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
1/1.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
Flying. Attacks. Sacrifice to owner's hand if it goes to the graveyard. If so, it may not be set that turn 2/2.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
Buy target land on creature.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
R: 1/1 until end of turn 2/2.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
Does 1 damage to any target below a card at the beginning of the next turn.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
Destroy all planes in play.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
Destroy a creature in combat just cast. Red's color is destroyed and Red's color may choose to target.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
Deal 100.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
2/1.									
<b>Deveron Weaver</b>	SC	R	---	---	---	---	---	---	FE
Choose target player and flip a coin. If you win you gain 1 life and that opponent takes 1 damage. Otherwise, you lose 1 life and that opponent gains 1 life. The winner decides whether to continue. The loser decides each round.									

**Gorgeous Gaviolo and Lodeshane Baulle:** That's one big monkey! Gorgeous Gaviolo's Daddy here is big and bold, but you've got to feed him forests or he gets a bit early on your backbites. The Lodeshane Baulle allows you to put four basic lands on top of target player's library. How about the forests you've been sucking? That'll keep the big monkey happy and your opponent pining for them one

[illegible]

**Whip Vine and Gift**

**of the Woods:** The Whip Vine is a neat blocker against swampy Flats, but the ones we all face are powerful 4/1s or better—Santo Angel, Sergei Vampiro, Mahanob Dynn. With Gift of the Woods, your Whip Vine becomes a 1/7 blocker which gains you one life every time it blocks same unwanted guest from getting too landlocked and seasonal.

## WHIP VINE

## GIFT OF THE WOODS

[illegible]



## p l a y e r s   a v i d e

Move	Order	Class	Rating	Start Date	Score Based	
Move Description						
<b>Verdict</b>		B5	1	***	000	10
Do 2 damage to target flying creature, which leaves flying until end of turn.						
<b>Wall of Earth</b>		5C	0	***	000	02
Creature blocked by Wall may not attack during opponent's next turn.						
<b>Wall of Earth</b>		5C	0	***	000	00
0/5						
<b>Wall of Ice</b>		5C	0	***	000	00
0/5						
<b>Wall of Ice</b>		5C	0	***	000	02
0/5						
<b>Wall of Ice</b>		5C	0	***	000	00
0/5						
<b>Wall of Ice</b>		5C	0	***	000	00
0/5						
<b>Wall of Ice</b>		5C	0	***	000	00
0/5						
<b>Wall of Ice</b>		5C	0	***	000	00
0/5						
<b>Wall of Ice</b>		5C	0	***	000	00
0/5						
<b>Wall of Ice</b>		5C	0	***	000	00
0/5						
<b>Wall of Ice</b>		5C	0	***	000	00
0/5						
<b>Wall of Ice</b>		5C	0	***	000	00
0/5						
<b>Wall of Ice</b>		5C	0	***	000	00
0/5						
<b>Wall of Ice</b>		5C	0	***	000	00
0/5						
<b>Wall of Ice</b>		5C	0	***	000	00
0/5						
<b>Wall of Ice</b>		5C	0	***	000	00
0/5						
<b>Wall of Ice</b>		5C	0	***	000	00
0/5						
<b>Wall of Ice</b>		5C	0	***	000	00
0/5						
<b>Wall of Ice</b>		5C	0	***	000	00
0/5						
<b>Wall of Ice</b>		5C	0	***	000	00
0/5						
<b>Wall of Ice</b>		5C	0	***	000	00
0/5						
<b>Wall of Ice</b>		5C	0	***	000	00
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<b>Wall of Ice</b>		5C	0	***	000	00
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<b>Wall of Ice</b>		5C	0	***	000	00
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<b>Wall of Ice</b>		5C	0	***	000	00
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<b>Wall of Ice</b>		5C	0	***	000	00
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<b>Wall of Ice</b>		5C	0	***	000	00
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<b>Wall of Ice</b>		5C	0	***	000	00
0/5						
<b>Wall of Ice</b>		5C				

## WYUHS

[illegible][illegible]

## FIELD DAYONE

[illegible]

Name	Description	Ref	Q2 Rating	Ans Cnt	Serialized
Crble of Protection	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
1. Prevent all damage to you from one white creature.					
Crble of Protection	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
1. Prevent all damage to you from one white creature.					
Crble of Protection	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
1. Prevent all damage to you from one white creature.					
Creature	5/5	1000	5/5	100	A,B,C,D,E,F,G,H,I
Destroy all black creatures in play.					
Curse	5/5	1000	5/5	100	A,B,C,D,E,F,G,H,I
All lands in damage. Anyone who plays a creature specific land may do so by sacrificing 1 life (as land to be played).					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
If killed in damage, Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
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Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I
Crble of the Holy Mind negates one opponent's play 1/1.					
Crble of the Holy Mind	Gr A	1000	5/5	100	A,B,C,D,E,F,G,H,I



## NATURE'S CHOICE

[illegible]

**Phalldoggriff and Nature's Chosen:** The Phalldoggriff can fly, trample, unarm himself, it's a decent hipping, it's a floor wiper... Use *Nature's Chosen* on it and it can untie itself after the attack so you can use it as an infuse. Everyone has a deep-seated human need to play with flying purple hippos. Don't deny yourself. Play with the Hippo. Be the Hippo.

[illegible]Baldwinian Horde  
and Moderation

lizard's best brother is a big, bad 5/5 which can be mighty hard to get rid of. When your enemy finally gets enough blockers to kill the Hordes, use Undergrowth. That way, the Hordes will do their five points of wreckage, while the blockers won't be able to hurt your beloved monstrosity in return. Just make sure your opponent's not playing you too.

## BATTISTINI AND OTHERS

## UNDERGROWTH

[illegible]









[illegible]

# PLAYERS HAND GUIDE BOOK SPOTLIGHT:



## NETRUNNER CARD DESCRIPTION

- A. **Card Name:** This is, and has ever will be, the name of the card.
- B. **Keywords:** This identifies the category to which a card belongs. In these two cases, *Woo's Book* is a Program and *Control Scrub* is an Ice card.
- C. **Substrings:** The defensive capabilities of an Ice card.
- D. **Ice Strength:** More is better. The higher the strength, the harder it is to sabotage.
- E. **Face Cost:** A one-time cost in bits to estimate on installed cost.
- F. **Art:** This is an easy way to make a card look like a card.
- G. **Comment:** Usually a sentence or two of copy courtesy of the *Netrunner* editors.
- H. **Effects:** What the card can actually accomplish.
- I. **Installation Cost:** The cost for putting a Runner card into play.
- J. **Memory Units:** You can only install the number of programs up to the amount of MU (Memory Units) you have.
- K. **Strength:** This strength must be equal to or higher than the Ice Strength in order to effect it.

\*NOTE: There are eight different types of cards in all, and they can all be found in the *Netrunner* rulebook that comes packed in every starter deck of *Netrunner*.

## CORPORATION CARD



## RUNNER CARD



## STAR TREK THE NEXT GENERATION ALTERNATE UNIVERSE

## STAR TREK: TNG: ALTERNATE UNIVERSE CARD DESCRIPTION

- A. **Name:** This is the name of your card. But much more to it than that.
- B. **Affiliation:** Why? Because, forces, Klingons, noble Federation—this symbol tells all. Also indicates if the card is non-aligned, or if it's an artifact, disguise, equipment, event or even a trap card.
- C. **Effect:** Describes the type of ship or the type of crew member. Certain types are in conflict against others.
- D. **Category:** Artifact, disguise, equipment and events, oh yes! All in big print so you don't get confused and try to use your abilities as an intro act.
- E. **Power Text:** So you know how the feeling of being in an episode. Not helpful for playing the game, but it'll make the fun of *Battlestar* characters in your deck seem more meaningful.
- F. **Description:** This line will describe all manner of good and bad effects on on-board cards.
- G. **Skills or Devices:** Exclusive to the ships and ships, a skill or device can help you overcome obstacles or give you an edge over your opponent.
- H. **Integrity:** How honorable your character is.
- I. **Command:** How does your character is.
- J. **Strength:** Third in every team combat.
- K. **Range:** How far a ship can travel, see here.
- L. **Weapons:** How effective your ship is in combat.
- M. **Skills:** How well your ship is in combat.
- N. **Ability:** *Runners* (ship, crew, spirit, etc.) and command level (one point to a) ability on personnel. On a ship, the maximum number of skill and command level personnel required to take that body out of *Star Trek*. Command level personnel can serve as staff, but not vice versa.
- O. **Points:** The breed and better of *Star Trek: The Next Generation*, these are what you receive when you win a mission. One hundred points makes you the new Captain *Trek*, so the mission is your choice.
- P. **Space:** The distance from one end of a mission to the other. To move two cards to your left is the same thing, your ship's range must equal or exceed the total space of those two cards. (Don't want the space of the card you're starting from.)
- Q. **Alternate Universe:** These cards can only be played as part of the *Alternate Universe*.









playera aside

Item	Description	Cost	Player	Risk
<b>Assured Amount Travel</b>		2	Run	Low
Put 2 bits from the bank on AMT when it is installed. Use these bits only to pay for upcoming trips. If you use any of these bits, replace them at the start of your next turn.				
<b>Assured Flight</b>		1	Run	Low
Put 1 surety share on each of the Assured Flight when it is installed. When the first share comes back, have removed from Assured Flight. Afterward, remove 1 more share.				
<b>Assured 100</b>		100	Run	Low
Deck: Provides +2 All. Put 2 bits from the bank on Assured 1000 when it is installed. Use these bits only to pay for incoming calls during a turn. If you use any of these bits, replace them at the start of your next turn.				
<b>Assured 1000</b>		2	Run	Low
Provides +1 All. Once per turn, right after making a successful run, you can choose to make another run without taking an action to do so.				
<b>Assured 10000</b>		1	Run	Low
Put 1 bit from the bank on Assured 10000 when it is installed. Use this bit only to pay for incoming calls during a turn. If you use the bit, replace it at the start of your next turn.				
<b>Assured 100000</b>		0	Run	Low
Provides 1 more damage during a turn.				
<b>Assured 1000000</b>		0	Run	Low
Put 1 bit from the bank on Assured 1000000 when it is installed. Use these bits only to pay for incoming calls. If you use any of these bits, replace them at the start of your next turn.				
<b>Assured 10000000</b>		0	Run	Low
Provides 10 more damage during a turn.				
<b>Assured 100000000</b>		0	Run	Low
Provides 100 more damage during a turn.				
<b>Assured 1000000000</b>		0	Run	Low
Provides 1000 more damage during a turn.				
<b>Assured 10000000000</b>		0	Run	Low
Provides 10000 more damage during a turn.				
<b>Assured 100000000000</b>		0	Run	Low
Provides 100000 more damage during a turn.				
<b>Assured 1000000000000</b>		0	Run	Low
Provides 1000000 more damage during a turn.				
<b>Assured 10000000000000</b>		0	Run	Low
Provides 10000000 more damage during a turn.				
<b>Assured 100000000000000</b>		0	Run	Low
Provides 100000000 more damage during a turn.				
<b>Assured 1000000000000000</b>		0	Run	Low
Provides 1000000000 more damage during a turn.				
<b>Assured 10000000000000000</b>		0	Run	Low
Provides 10000000000 more damage during a turn.				
<b>Assured 100000000000000000</b>		0	Run	Low
Provides 100000000000 more damage during a turn.				
<b>Assured 1000000000000000000</b>		0	Run	Low
Provides 1000000000000 more damage during a turn.				
<b>Assured 10000000000000000000</b>		0	Run	Low
Provides 10000000000000 more damage during a turn.				
<b>Assured 100000000000000000000</b>		0	Run	Low
Provides 100000000000000 more damage during a turn.				
<b>Assured 1000000000000000000000</b>		0	Run	Low
Provides 1000000000000000 more damage during a turn.				
<b>Assured 10000000000000000000000</b>		0	Run	Low
Provides 10000000000000000 more damage during a turn.				
<b>Assured 100000000000000000000000</b>		0	Run	Low
Provides 100000000000000000 more damage during a turn.				
<b>Assured 1000000000000000000000000</b>		0	Run	Low
Provides 1000000000000000000 more damage during a turn.				
<b>Assured 10000000000000000000000000</b>		0	Run	Low
Provides 10000000000000000000 more damage during a turn.				
<b>Assured 100000000000000000000000000</b>		0	Run	Low
Provides 100000000000000000000 more damage during a turn.				
<b>Assured 1000000000000000000000000000</b>		0	Run	Low
Provides 1000000000000000000000 more damage during a turn.				
<b>Assured 10000000000000000000000000000</b>		0	Run	Low
Provides 10000000000000000000000 more damage during a turn.				
<b>Assured 100000000000000000000000000000</b>		0	Run	Low
Provides 100000000000000000000000 more damage during a turn.				
<b>Assured 1000000000000000000000000000000</b>		0	Run	Low
Provides 1000000000000000000000000 more damage during a turn.				
<b>Assured 10000000000000000000000000000000</b>		0	Run	Low
Provides 10000000000000000000000000 more damage during a turn.				
<b>Assured 100000000000000000000000000000000</b>		0	Run	Low
Provides 100000000000000000000000000 more damage during a turn.				
<b>Assured 1000000000000000000000000000000000</b>		0	Run	Low
Provides 1000000000000000000000000000 more damage during a turn.				
<b>Assured 10000000000000000000000000000000000</b>		0	Run	Low
Provides 10000000000000000000000000000 more damage during a turn.				
<b>Assured 100000000000000000000000000000000000</b>		0	Run	Low
Provides 100000000000000000000000000000 more damage during a turn.				
<b>Assured 1000000000000000000000000000000000000</b>		0	Run	Low
Provides 1000000000000000000000000000000 more damage during a turn.				
<b>Assured 10000000000000000000000000000000000000</b>		0	Run	Low
Provides 10000000000000000000000000000000 more damage during a turn.				
<b>Assured 100000000000000000000000000000000000000</b>		0	Run	Low
Provides 100000000000000000000000000000000 more damage during a turn.				
<b>Assured 1000000000000000000000000000000000000000</b>		0	Run	Low
Provides 1000000000000000000000000000000000 more damage during a turn.				
<b>Assured 100</b>		0	Run	Low
Provides 10000000000000000000000000000000000 more damage during a turn.				
<b>Assured 1000</b>		0	Run	Low
Provides 100000000000000000000000000000000000 more damage during a turn.				
<b>Assured 100</b>		0	Run	Low
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<b>Assured 1000</b>		0	Run	Low
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<b>Assured 100</b>		0	Run	Low
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<b>Assured 1000</b>		0	Run	Low
Provides 1000000000000000000000000000000000000000 more damage during a turn.				
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<b>Assured 1000</b>		0	Run	Low
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Provides 100 more damage during a turn.				
<b>Assured 1000</b>		0	Run	Low
Provides 1000 more damage during a turn.				
<b>Assured 100</b>		0	Run	Low
Provides 100 more damage during a turn.				
<b>Assured 100000</b>				

Items	Cost	Plays	Rate
<b>Twelfth Street Ethical Suit</b>			
Jack: Provides +1 Skill. Prevents 1 sword damage each turn. And 10% on Performance ability Score when it is recalled. Use these two only to pay for necessary you think if you can any of these best, explain them at the start of your next turn.	6	Runs	0
<b>Fourth Street Ethical Suit</b>			
Provides +2 Skill	5	Runs	0
<b>Whitfield Street Ethical Suit</b>			
Provides +1 Skill	1	Runs	0
<b>Seventh Street Ethical Suit</b>			
Provides +2 Skill	3	Runs	0
<b>2722 Second Street</b>			
Put 2. Info from the book on 2722. Second Street when it is recalled. Use these two only to pay for before during same. If you can any of these best, explain them at the start of your next turn.	5	Runs	0

## 19 JUL 2005

Area	Description	Cost	Player	Rank
All Wishes		0	Ran	1
	Make a wish, whether or not that wish is successful, you may then make another wish			
Assessment Flip		3	Ran	
	Draw a piece of flesh to be your choice			
Arise One You		0	Ran	1
	Do not play Arise One: If you are successful, instead, play it. When you would enter enough damage to destroy you, instead, you may choose to let someone else finish someone you've killed, and then adduce your hand to its maximum size. You'll lose and remove of loss, but things you need have others: and you fulfill the rest of a separate point you care			
Raylight Synthetic Blood		2	Ran	1
	Draw two cards			
Ray Commendation from You		0	Ran	1
	Play only if you made a successful roll on RD this turn. Play the cost of a piece of your hand			
Unleashed Precision		2	Ran	1
	Make a roll on RD. If you are successful, access two additional cards from RD			
	Play only if you intended any benefit against this turn. Put a <b>Wish</b> into an wish of your collection. A <b>Wish</b> counts against the collection if it is a <b>Wish</b> strength			
Unleashed Completion		0	Ran	1
	Play only if you intended any key Ops against this turn. Score 1 against point			
Unleashed Shards		1	Ran	1
	Make a roll on RD. If you are successful, and the key loss is lost, when you would enter RD, do not access cards from RD, instead, the key loss is lost and gives you a tag, and you turn 100 tags			
Unleashed Wishes		2	Ran	1
	Make a roll on RD. If you are successful, access two additional cards			

Name	Cost	Player	Rank
<b>Heart Club 1985</b> Expires up to three matched cards	1	Sam	C
<b>Key and a Gordo to the list</b> Expires the entrance to all decks later	0	Sam	B
<b>If Two Heart Be Right</b> Leads through the top four of your stack. Taking off these cards will save hand, and arrange the rest in any order you choose	0	Sam	C
<b>Inside Job</b> Allows a set. Two automatically pays the first price of so you a winner during that set	2	Sam	B
<b>Jack's Wild</b> Same three cards.	0	Sam	C
<b>Money Play Here</b> Allows a set in 800, you may back, at no cost, and you can stack the deck. Expires in 800, you will be able to stack again in 800	0	Sam	B

[illegible]

**ECG Interface and Cathodic Position:**

Chemical Firewall? Not quite, but here's a way possible: Rethink kill. First use an action to gain a bit. Next, say four to install RSE interface. Then make it run on RSD using Cernadad Protection. If the Corp left RSD unprotected, or if you get past his ice, you'll get to access four cards from RSD! Even if you don't win, you're almost sure to get an example.

## ISO 9001 INTERFACE

Friction Activation Orders	1	2	3
Choose a piece of ice. The Clay either melts that piece of ice or makes it.			
Friction Heating Up	0	1	2
Search your trash for a program and bring it into your house.			
Friction Expenditure	0	1	2
You only if you made a successful one the two. Reorder the ice melted on the last but an ability you made a successful one. The two are again any successful one.			
Friction's Power Shop	2	1	0
Search your trash for a card and bring it into your house.			
Red Top 1000s	0	1	2
Scale 1000s point if you Winced any Black Ops operators if			

### CUSTODIAL POSITION

<b>Security Code WORM (Tip)</b>	0	Fun	0
Play only if you make a successful sale on 10 of the ten. Trade a piece of untraded on			
<b>Sample Preview</b>	3	Fun	2
Choose a program from your bank or search your stock for a program. Invest this program, at no cost. Shuffle your stock downwards. At the end of the run, take the program out your hand			
<b>Serial Engineering</b>	1	Fun	0
Hide at least 2 into from your pool is your limit. For a game that guesses how many lies you tell. If the game guesses correctly, see that guess box. Otherwise, choose a date for and a piece of (see on that) for. This makes a run on that fact, during which continuously some percentage of			



Name	Cost	Reqs	Rank	Name	Type	Cost	St	Alt	Phys	Rank	Name	Description	Type	Cost	St	Alt	Phys	Rank	
Discription				Discription							Discription								
<b>Swindle Through Wildcards</b> Make a turn. You take +9 for every time attempt ends during this turn.	2	Run	R	<b>Dogcatcher</b> 1. Break pet ball. Inefficient, disoriented in watching subroutines. 2. +1 strength	Ice	3	3	1	Run	U	<b>Jackhammer</b> 2. Break wall subroutines. 3. +1 strength	Ice	1	3	1	Run	Y		
<b>Synthesize at Black on Hill</b> Play only if you make a successful run on HQ this turn. The Corp discards all cards. The Corp can reuse cards by paying 2 bits for each card not discarded.	4	Run	R	<b>Drugs</b> 0. Break ice subroutines, and the run. 1. +1 strength	Ice	3	3	1	Run	R	<b>Assault Rifle Warfare</b> 0. Break wall subroutines. 1. +1 strength, and before your next X-moves.	Ice	7	2	1	Run	R		
<b>Temple of Knowledge Overlaid</b> Search this turn for a program. Show them access to the Corp, then bring it into your hand. Randomly your stack afterwards.	3	Run	C	<b>Shove</b> 1. Break only gets subroutines. 2. +1 strength	Ice	1	3	1	Run	R	<b>Jobs of Ice</b> Two. Prevent one or more of your other installed programs from being installed. 3. +1 strength								
<b>Two is the Way to Go</b> Play only if the Corp scored any Wild App openings during its last turn. The Corp discards two cards at random.	2	Run	R	<b>Put a +1 strength marker on Drugs after each run during which it was used. All strength markers on Drugs are lost if you use Drugs on a different turn.</b>							<b>Knock</b> 2. Break ice subroutines. 3. +1 strength								
<b>Test Genetic Knowledge</b> Randomize all tags, or no cost, and automatically avoid increasing your next tag.	3	Run	R	<b>Shout</b> 1. Break wall subroutines. 2. +1 strength	Ice	4	3	1	Run	C	<b>Locate Enemy</b> 1. Break enemy subroutines. 2. +1 strength	Ice	4	3	1	Run	Y		
<b>Info-Pak Software Bundle</b> Does up to 3 random actions, which you may use to install programs, and/or the book. If you do not spend this during these actions, it goes off the book. Afterwards	0	Run	R	<b>Emergency Self Control</b> Each time you pass it from being tagged, through you call all cards in your hand. Remove all cards from damage. Use the remainder of the game, you have only three colors per turn. You hand size is calculated by 1 and all meat damage is automatically prevented.		0				Run	R	<b>Minimize M.I. Index base</b> Whenever you are about to access cards from H&L, you may first choose to call it off of cards from the top to bottom of H&L.		0				Run	R
<b>Make a Run in Hill</b> Make a run in Hill. If you're successful, do not access cards from HQ, instead, the Corp loses 4 bits.	0	Run	U	<b>End Turn</b> 3. Break enemy subroutines. 4. +1 strength	Ice	4	3	1	Run	R	<b>Amuse</b> After, Express a card installed inside to date last.						Run	U	
											<b>Mystery Line</b> 0. Show the top five cards of your stack to the Corp. If any of them		3				Run	R	

## PROGRAM

Descriptions	Type	Cost	Stk	Wgt	Plt	Rvly
<b>Alloy</b> Alloy can have up to 3 HQ of progress installed in it. All weaknesses installed in Alloy have their strength reduced by 1. If Alloy loses any, track of progress installed in it.	Doc	2	—	1	Box	U
1 Break: empty subcarrier. 1 +1 strength. At the cost of each new roll-in due to distance: A: User's strength has their own.	Ice	12	—	1	Box	E
<b>Knockdown's Hot Step</b> 1 Break: 1st. 1 +1 link.	1	—	3	Box	C	
<b>Inductor</b> 1 Break: 1st. 2 +1 link.	2	—	2	Box	B	
<b>Induction Thermal Inductor</b> 1 Break: no subcarrier. 1 +1 strength.	No	5	0	1	Box	E

**Edited Shipping Manifests #1**

Includes: 1 Break: empty subcarrier, 1 +1 strength, 1 Break: empty subcarrier,

EDITED SHIPPING MANIFESTS

<b>Full Assembly</b>	Pr	1	1	Run	U	
Whenever you make a successful run on a subsidiary state, put, put a full counter in that slot. Give two full counters in a full place + 1 ability only if it operates within that slot						
<b>Police Unit</b>	Co	0	1	Run	U	
2. The Cop must act as much as possible on a full, beginning with the information and work on it. Use the ability only after a success but not on that full						
<b>Pick</b>	Ins	4	2	1	Run	U
1. Break off initiative						
2. +1 strength						
<b>Force Shield</b>	Ins	2	2	1	Run	C
Whenever you put 2 Put only if force always that unit						
<b>Get into</b>	Ins	2	2	1	Run	U
Whenever you make a successful run on the, give the Cop a Green counter. Every 2 Green counters draw the Cop's hand out of a card						
<b>Goal</b>	Ins	2	2	1	Run	U
<b>Religious Items</b>	Co	0	0	1	Run	U
Whenever a Party is used on that the opponent place of an item is the movement, and so forth. Use the ability only immediately after a successful run on that slot						
<b>Strongest Item</b>	Ins	5	2	1	Run	U
Action: Green 2 hits						
<b>Party's Size</b>	Ins	2	2	1	Run	U
Whenever you make a successful run, put a full counter on a place of one of its subordinates besides during that run. Full Full counter on a place of a success is through it						
<b>Placeholder</b>	Ins	1	1	1	Run	U
3. Break up to have well subordinates on a single place of an						
1. +1 strength						
Whenever you place the Green line a total of 3 hits from strength that						
<b>Polymorph</b>	Co	0	1	1	Run	U
Put 2 Ins, on Polymorph when it is needed. Use this ability only on a transformation. If you can win of this, then draw from it						

## FALL GIVE

<b>Business Items</b>	—	0	—	7	Run	8
Reverse a bet's on cards on the discounted price of an increase in the interest, and so forth. Use this ability only immediately after a successful bet on that date first.						
<b>Strong guy hits</b>	—	5	—	2	Run	6
Action Item 2 hits.						
<b>Put 2's to 6's</b>	Win	1	—	7	Run	8
Whenever you make a successful bet, put a Put counter on a place of an end that the following betters during that run. Both 100% counts on a place of six reduces its strength by 1.						
<b>Phedon</b>	Win	7	—	7	Run	6
3 Break up to place well subatomic on a single place of 11 strength.						
Whenever you've Put 6's down a total of 3 bets on credit each.						
<b>Polynesian</b>	Win	1	—	1	Run	2
Put 2 bets on Polynesian when it is installed. Use these bets only to pay for betting points. If you use any of these bets, replace them at the cost of your next bet.						
<b>Flow</b>	Win	0	—	1	Run	10
Whenever you make a successful bet, put a Put counter in the first bet was. Use two Free Offices in a bet except the Day to put 1 bet. In addition to free offices costs, to install a card costs on that bet.						
<b>K33 Protocol</b>	—	0	—	1	Run	10
Action: Make a run on R33. Just instead of winning costs, look at the top five ends of R32.						
<b>Indian</b>	—	0	—	1	Run	10
Use this strength to have your bet be done first reduced by 1.						
<b>Endless</b>	Win	2	—	4	Run	7
1 Break each gate subatomic.						
2 +1 strength.						
<b>Examining Piece</b>	Win	4	5	—	Run	6
2 Break well subatomic.						
3 +1 strength.						
Whenever you break a well subatomic with Examining Piece, lose a total of 2 hits from credit costs.						
<b>Escape</b>	Win	1	1	—	Run	8
2 Break entry subatomic.						
3 +1 strength.						

**Edited Shipping Manifests and Fall Guy:** Getting 10 bits for only one is a pretty good deal, but getting a tag isn't. If you need a big cash influx and don't want to have to spend two bits to flush a tag, try using a card like Fall Guy to get rid of the Shipping Manifest's drawbacks. Then you'll be swimming in dough without so much as a scratch.

## KEY



# players guide

Name	Type	Cost	Set	Items	Player	Entry
Description						
<b>Defender</b>	Item	2	4	1	Run	R
Put 2 bits from the bank on Defender's indicator when it is installed. Use these bits only to pay for building upgrades. If you use any of these bits, replace them at the start of your next turn.						
<b>Defender</b>	Item	2	4	1	Run	R
Put 2 bits from the bank on Defender's indicator when it is installed. Use these bits only to pay for building upgrades. If you use any of these bits, replace them at the start of your next turn.						

Name	Type	Cost	Set	Items	Player	Entry
Description						
<b>Wild Card</b>	Item	0	0	1	Run	V
3 Break enemy submarines.						
2 +1 strength.						
<b>Wood's Book</b>	Item	5	2	1	Run	V
3 Break code gate submarines.						
2 +1 strength.						
<b>Worship</b>	Item	4	2	1	Run	V
3 Break sub submarines.						
2 +1 strength.						
<b>Detached Software Installer</b>	Item	0	—	1	Run	R
Put 2 bits on Software Installer when it is installed. Use these bits only to pay for installing programs. If you use any of these bits, replace them at the start of your next turn.						

## RESOURCES

Name	Cost	Player	Entry
Description			
<b>Access through diplo</b>	9	Run	R
1 Days lost: 5			

Name	Cost	Player	Entry
Description			
<b>Net's Run</b>	0	Run	0
Put 1 bit from the bank on Net's Run when it is installed. Use this bit only to pay for increasing your net. If you use the bit, replace it at the start of your next turn.			
<b>Insider's BBS</b>	1	Run	0
Actor: 1 bit along the top card from your bank into your hand.			
<b>Real So There, Corporate Storage</b>	2	Run	0
Real: 1 bit each time you make a successful run.			
<b>Unleash, On-pack Budgeted</b>	2	Run	C
Unleash: 1 bit each time you make a successful run.			
<b>Trunk, Javelin, incoming a tag</b>	0	Run	0
<b>Loss from Chiba</b>	0	Run	0
Take 12 bits when Chiba is installed. At the start of each of your years, lose 1 bit. If ETC loses play 10 bits on loss the game. You may break ETC at the end of any of your years.			
<b>W.I.T.O.</b>	0	Run	R
Actor: Look at the top card of your stack. You may bring any group or resource card among them into your hand. If you do, add and take in this way, and show those cards to the Corp. Shuffle the rest back into your stack.			

<b>Wooded Office</b>	2	Run	V
Actor: 1. Remove a tag of no cost.			
Trunk: 1. Add incoming a tag.			
<b>Prepping Mantis</b>	0	Run	R
Take 12 bits from the bank on Prepping Mantis when it is installed. Use these bits only to pay for increasing your net. If you use the bit, replace it at the start of your next turn.			
<b>Good for Catholic</b>	0	Run	0
At the start of each of your years, roll a die. On a 6, break Good for Catholic, and you gain on each of your years the number of the die. On a 1, suffer 1 loss from Good for Catholic. On a 2, suffer 1 loss from Good for Catholic. This damage cannot be prevented.			
<b>Antennae Net Jamming</b>	1	Run	U
Choose a date for when Antennae Net Jamming is installed. It will cost you 2 bits, in addition to the normal cost. To install, you set the tag.			
<b>Biggest Investments</b>	4	Run	C
Put 12 bits from the bank on Biggest Investments when it is installed. At the start of each of your years, take 1 bit from Biggest Investments. When all the bits from Biggest Investments have been returned, break Biggest Investments.			
<b>Drake Award</b>	3	Run	R
Actor: Look at the top five cards of your stack. Remove any any resources cards among them into your hand. Pay 1 bit for each card taken in this way, and show those cards to the Corp. Shuffle the rest back into your stack. Actor: 2 bits. Expense any card.			
<b>Shell Traders: The</b>	0	Run	0
Actor: Choose a program or resource and from your hand. Set that card cost, and put a number of Shell markers on it equal to its make-in cost. When the cost marker has been removed, install that card at no cost. However, you Shell markers from one and of the rest of each of your years.			
1. Remove one Shell marker from one and			

<b>Short Circuit: Run</b>	1	Run	C
Actor: 1. Choose a program in handstack and turn your hand. Set that card aside, and put member of Short Circuit on top of signal in mobile round ends. When the card and member has been removed, attach that card as an attachment. Short Circuit member from one end of the start of each of your turns.			
1. Remove one Short Circuit from a card			
<b>Short Circuit: Run</b>	1	Run	C
Actor: 1. Search your stack for a program. Show that program to the Corp. Show being it into your hand. Takeback your stack afterwards.			
<b>Short Term Goals act</b>	1	Run	C
Put 12 bits from the bank on Short Term Goals when it is installed. When all the bits from bank have returned, break Short Term Goals.			
<b>Salmon Salmon Frontiers</b>	0	Run	0
Actor: Give 1 bit and show any card			
<b>Smith's Permalink</b>	0	Run	U
At the start of each of your years, you may break one of any other installed cards to gain 2 bits			
<b>Springboard, The</b>	0	Run	C
1 +1 link. Use this ability only when during each turn attempt, and only after you and the Corp have installed two each other's cards			
<b>Submarine: Upblast</b>	0	Run	0
0. Break link			
1 +1 link			
You may use Submarine Upblast only during a run. Bring Submarine			

1-1000			
You are given Submarine tokens only during a run. Using Submarine			
Unleash Ions you to look out after the current accounts and			
Freedom of Law	2	Run	0
Action: Look at the top card of Hill			
Gap Between Confessions	0	Run	2
Take 2 bits at the start of each of your turns. Break 10th of the 10th Ions counter when you make a run			
Income Taxes	0	Run	1
Put two Ions counters on Income Taxes when it is installed			
Income Taxes: Personal	1	Run	0
Income Taxes: Personal			
Unleash: Policy	0	Run	U
Trunk: Present an installed program or resource and from being installed			
Wires, Workplaces Approaches	4	Run	U
At the start of your year, you may choose to gain an action, which you may use only to make a run. This cannot spend more than 2 bits. During that run to pay for using Submarine on increasing your net. Use this ability only once per year and only during your year.			
Trunk: Present an incoming a tag			
Trunk: Present any amount of most damage			



## THE SHORT CIRCUIT

## VALU-PAK SOFTWARE BUNDLE

Surf's Up	Item	3	—	1	Run	C
Actor: 1. Expense on installed card.						
Self-Monitoring Code	Item	2	—	2	Run	R
Trunk: Search your stack for a program and install that program, if you can. Shuffle your stack afterwards. Use the ability only during a run.						
Shells	Item	4	2	1	Run	U
1. Break enemy submarines.						
2. +1 strength.						
Shield	Item	0	—	1	Run	C
Prevents up to 2 Net damage each turn.						
Shredder: Upblast Protocol	Item	4	—	2	Run	U
Actor: Make a run on the Submarine. If not successful, do not continue from the Submarine. Instead, install yourself a successful run on RD.						
Signpost	Item	2	—	1	Run	U
+1 link. Use this ability only once during each turn attempt, and only after you and the Corp have installed two each other's cards.						
Slaves	Item	3	—	2	Run	U
Whenever you make a successful run on RD, give the Corp a Slaves counter. Each Slaves counter requires the Corp to draw one card out of the start of each of your turns.						
Smuggler	Item	2	—	1	Run	C
Once during each run, you may require a piece of resource or an you approach it. You may then put one before the Corp decides whether to let it in.						
Smashlink	Item	10	0	1	Run	R
Smashlink has +1 strength for each submarine it has broken during a run. Use the end of that run.						
1. Break enemy submarines.						
1. +1 strength.						
Speed Trap	Item	0	—	1	Run	U
0. Break it before an upgrade or code takes effect. Use the ability only immediately after the Corp has installed that upgrade or code.						
Startup Inhibitor	Item	0	—	1	Run	U
Trunk: Pay the cost of a piece of an to break that piece of an. Use this ability only if you have not broken all the submarines of that piece of an.						
Swindler	Item	0	—	1	Run	R
Swindler can leave up to 3 bits of programs made by it. If Swindler leaves play, break all programs installed by it.						
Swindler	Item	3	0	1	Run	V
0. Break code gate submarines.						
Very Deep Dive	Item	1	—	1	Run	C
Put 2 bits from the bank on Very Deep Dive when it is installed. Use these bits only to pay for using submarines during runs, but not for using enemy submarines. If you use any of these bits, replace them at the start of your next turn.						

<b>Access to America</b>	2	Run	V
2. Break link.			
2 +1 link			
<b>Access to America</b>	1	Run	V
1. Break link.			
1 +1 link			
<b>Agent's Mail</b>	0	Run	R
Actor: Look at the top five cards of your stack. You may bring any program cards among them into your hand. Pay 1 bit for each card taken in this way and show those cards to the Corp. Shuffle your stack.			
<b>Back Step to Hitland</b>	0	Run	C
0. Break link.			
0 +1 link			
<b>Back Step to Hitland Act</b>	0	Run	V
1. Break link.			
2 +1 link			
<b>Backup</b>	3	Run	C
Each of your years, you may take only one action to use Broken Access. Put 3 bits from the bank on Backup.			
Actor: Take all the bits from Backup.			
<b>Cash: Peril Code</b>	1	Run	R
Put only if you made a successful run on RD this year. If the Corp has no resources, no less than 2 counters, two counters of your choice are removed. The Corp may break Peril Code by taking an action to pay 3 bits.			
<b>Corporate Ally</b>	3	Run	R
Trunk: Spending Corporate Ally costs 1 agenda point in addition to the normal cost. The difficulty of all agendas is +1.			
<b>Cash Code: Innovative Plans</b>	2	Run	C
Trunk: Whenever you draw one or more cards from your stack, show an extra card, then choose one of the cards shown and either keep it or return it to the top of your stack.			
<b>Demolition's Second Hit</b>	0	Run	U
Actor: 1. Break. Remove up to three tags, if no cost.			
<b>Deliveries</b>	0	Run	U
Actor: 1. Break. 1 agenda point. Turn 10 bits.			
<b>Deliveries: Inventory</b>	1	Run	R
Permits all most damage. The Corp may pay 1 agenda point to care all the other cost and of them.			
<b>Full Day</b>	0	Run	V
Trunk: Break incoming a tag.			
<b>Full Day: Report for loss and loss</b>	0	Run	R
At the end of each of your years, gain 1 bit for each piece of an the Corp spent during that year.			
<b>Recovery: Recovery BBS</b>	5	Run	U
Gain 1 bit at the start of each of your years.			

# STAR TREK THE NEXT GENERATION ALTERNATE UNIVERSE™

## STAR TREK TWO— ALTERNATE UNIVERSE™ DECEMBER, 1996

### Full Set (122 cards)

#### ARTIFACTS

Name	Type	Points	Requirement	Entry
<b>Cryoblast</b>	Planet	AJ	0	
Send it to a game location. May send one additional artifact and up to 3 AI as personnel here. These personnel come aboard your ship when mission is completed.				
<b>Dale's Head</b>	Equipment	AJ	0	
It is in Equipment card. Aird has Gearing-10 and Computer Skill. While on a ship, Kling, Weyman and Shields are +3 (Not compatible).				
<b>Kassian Gateway</b>	Planet	0	0	
Place in hand until played on a planet location as on Event card. While in play, owner's personnel and equipment on move instantly lose location (ability to any other planet).				
<b>Diplomat Card</b>	Intelligence	AJ	0	
Place in hand until played as on Intimidate and to allow 2 through Devotion from 0-10 double Devotion Forgoes 2000 personnel OR double Ensign's Tech.				
<b>Ensign's Orders</b>	Event	0	0	
Place in hand until played as on Event card on the crew of an opponent's ship. Any enemy personnel you encounter this turn also apply to that ship and you can't avoid event.				
<b>Ensign's Fate</b>	0	AJ	0	
Immediately play on table. X was actually, where 3-5 points for each of your ships personnel in play. Devotion with The-S (Not compatible).				
<b>Servant (Garrison)</b>	Intelligence	AJ	0	
Place in hand until played as on Intimidate card. One upon that must engage on you send him back as you can't avoid, happens now avoid.				

#### DILEMMAS

Name	Type	Points	Requirement	Entry
<b>Alia Labyrinth</b>	Planet	0	C	
To get through this maze like structure and survive. Every Team must have a Transport OR 2 Engineer.				
<b>Conscience Trap</b>	Both	0	0	
Before Ensign's present, opponent captures one unique, one Conscience personnel here (you random selection) and place it on this side as a capture along with ship.				
<b>Conscience Trap</b>	Both	0	0	
Before Ensign's present, one personnel (random selection) dies at end of your next turn. If officer, percent of the death, opponent is gained on to one of their location selected, etc.				
<b>Convincing</b>	Spies	0	AJ	C
Before Intelligible-00 this side must do nothing but chase for neutral ships & attack 1 of opponent's ships (your choice). Discard dilemma.				
<b>Ede Probe</b>	Both	0	0	
Alternate mission where you play any days but completed a different mission OR capture but lose points if you fail this turn.				
<b>Ensign's Fate</b>	Both	0	0	
One personnel present with Ensign's (random selection) is killed under Security and Neutral present.				
<b>Ensign's Fate</b>	Planet	0	0	
On one Away Team member (opponent's choice) unless told Gearing-10 or Strength-08 OR Grand present. Discard dilemma.				
<b>Ensign's Fate</b>	Planet	0	0	
One Away Team member (random selection) now becomes lost along with attributes of 3-5-1 and only two skills (opponent's choice). Can't win 3-5-1 present.				
<b>Ensign's Fate</b>	Planet	0	0	
Before Ensign's present, discard of Equipment and Intimidate in Away Team, plus one card (random selection) from your hand. Discard dilemma.				
<b>Ensign's Fate</b>	Planet	0	0	
To locate the cancelled equipment and continue, Away Team must have Gearing-10 or Strength-08 or Gearing-10.				
<b>Ensign's Fate</b>	Planet	0	0	
Select X from your total team, where 3-5 the number of personnel in the crew or Away Team.				

### Name Description Type Points Requirement Entry

<b>Ensign's Fate</b>	Planet	0	0	
Two Away Team members (random selection) are killed. Ensign's Fate is captured. Personnel escapes if Gearing-10 even, killed if odd.				
<b>Ensign's Fate</b>	Planet	0	0	
Before Ensign's present, discard of Equipment and Intimidate in Away Team, plus one card (random selection) from your hand. Discard dilemma.				
<b>Ensign's Fate</b>	Planet	0	0	
To locate the cancelled equipment and continue, Away Team must have Gearing-10 or Strength-08 or Gearing-10.				
<b>Ensign's Fate</b>	Planet	0	0	
Select X from your total team, where 3-5 the number of personnel in the crew or Away Team.				

#### EQUIPMENT

Name	Description	Points	Requirement	Entry
<b>Ensign's Fate</b>	Planet	0	0	
Use Away Team member as a Regan. Regan better. First time want to be the Strength-10. But now cost is a separate battle, Strength-20.				
<b>Ensign's Fate</b>	Planet	0	0	
Where present, abilities (Ensign's Fate, Gearing-10, Strength-20, etc.)				

#### EVENTS

Name	Description	Points	Requirement	Entry
<b>Ensign's Fate</b>	Planet	0	0	
Where present, abilities (Ensign's Fate, Gearing-10, Strength-20, etc.)				



**Brute Force and Fen Lir** As indicated by the mission's name, Brute Force can simply be solved by having an Away Team with a total Strength of 10 (the number of members present). So, who to turn to? Fen Lir, of course. With the highest Strength of any character in the game, this bad guy will have no problem helping you solve that riddle in your favor. As a side benefit, says Fen Lir: "It is obvious, you can make things even easier by using more than one to attempt the mission."

<b>Ensign's Fate</b>	Planet	0	0	
On one Away Team member (opponent's choice) unless told Gearing-10 or Strength-08 OR Grand present. Discard dilemma.				
<b>Ensign's Fate</b>	Planet	0	0	
To locate the cancelled equipment and continue, Away Team must have Gearing-10 or Strength-08 or Gearing-10.				
<b>Ensign's Fate</b>	Planet	0	0	
Select X from your total team, where 3-5 the number of personnel in the crew or Away Team.				

<b>Ensign's Fate</b>	Planet	0	0	
On one Away Team member (opponent's choice) unless told Gearing-10 or Strength-08 OR Grand present. Discard dilemma.				
<b>Ensign's Fate</b>	Planet	0	0	
To locate the cancelled equipment and continue, Away Team must have Gearing-10 or Strength-08 or Gearing-10.				
<b>Ensign's Fate</b>	Planet	0	0	
Select X from your total team, where 3-5 the number of personnel in the crew or Away Team.				

Name	Type	Points	Requirement	Entry
<b>Ensign's Fate</b>	Planet	0	0	
On one Away Team member (opponent's choice) unless told Gearing-10 or Strength-08 OR Grand present. Discard dilemma.				
<b>Ensign's Fate</b>	Planet	0	0	
To locate the cancelled equipment and continue, Away Team must have Gearing-10 or Strength-08 or Gearing-10.				
<b>Ensign's Fate</b>	Planet	0	0	
Select X from your total team, where 3-5 the number of personnel in the crew or Away Team.				

<b>Ensign's Fate</b>	Planet	0	0	
On one Away Team member (opponent's choice) unless told Gearing-10 or Strength-08 OR Grand present. Discard dilemma.				
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To locate the cancelled equipment and continue, Away Team must have Gearing-10 or Strength-08 or Gearing-10.				
<b>Ensign's Fate</b>	Planet	0	0	
Select X from your total team, where 3-5 the number of personnel in the crew or Away Team.				



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# Swan SONG

Rick Swan's unique take on the world of gaming

## He-Men Women Haters



It was a late Saturday night. The wife and I were in the middle of a Monopoly game when I decided to ask her a question that'd been bothering me for a long time.

"Explain something to me," I said, handing her the dice. "You like Monopoly. You like Scrabble. You like *Trivial Pursuit*. As far as I can tell, you like just about every kind of game there is except card games. How come?" This also happened to be true for our female neighbors, my sister-in-law and my female cousins. All were avid gamers, but trying to get them interested in CCGs was like trying to get vampires interested in sharp stakes.

She rolled the dice, landed on Free Parking, and then bought a hotel for Vermont Avenue. "That's not true. I like some of 'em. I like *SimCity*. I like *Star Trek*."

"What else?"

She shrugged.

My turn. I landed on Vermont and forked over \$550. "Stay right there." I left the room, returning a few minutes later with an armload of card games. I handed her a copy of *Rage*, the game of battling werewolves. "What do you think of this one?"

She thumbed through the cards—Broken Limb, Vital Blow, Disembowelment—in all their blood-splattered glory. "Gross, gross, gross, gross, really disgusting, gross." She handed them back. "No way." She landed on Go and pocketed \$200.

"Okay, try this one." I gave her *Guardians*, the fantasy game with all the cute stuff like Smogwarts and Giant Penguins. Naturally, she ignored the Giant Penguins and went straight for the Babes, Wild Nymphs and every other card that featured nubile females in various states of undress. "Totally sexist," she said, shaking her head. "I can't believe this. These are demeaning!"

I rolled again, landing on Tennessee Avenue, another one of hers. "What's demeaning about them?"

"I'll buy you a new car if you can find me 10 women who don't think these are offensive."

Right. Like I know 10 women. "Yeah, well, but not every game is like that. *Rage*, for instance. That isn't demeaning."

"No, that's just repulsive. You owe me \$950." While I was busy mortgaging my railroads, she went to the bookshelf and retrieved one of our leather-bound volumes of

*InQuest*. She turned to the first letters page, then flopped it down in front of me.

"How many of these letters were written by women?" she asked.

I studied the names. "Uh, zero."

"Look down here. See all these people wanting pen pals? How many are women?"

"Well..."

"And that game convention you dragged me to last summer. How many women?"

"Lots. As a matter of fact—"

"Not counting the ones in chain-mail bikinis."

She had me there.

She took her turn. A hotel went up on Park Place. "Look, I'm sure there are women who like this stuff. But you've got to admit, card games are mostly for males. They're mostly made by males, mostly played by males and mostly marketed to males. They always have been. And they probably always will be."

She picked up the *Guardians* deck with her thumb and finger, holding it like a dead rat, and continued: "I want you to think about this. Imagine that every image in this deck of a half-dressed woman was replaced with an image of a half-dressed man. Imagine that instead of Babes cards, there were Hunks cards that showed dewy-eyed guys in teeny little jockstraps. How interested would you be?"

It was 2 a.m. This conversation was giving me a headache.

"You have," she said, counting my money, "\$16 left."

"Can I borrow a hundred?"

She rolled her eyes.

"Okay, I give up." I gave her the \$16. "But since I let you win, I expect you to humor me."

"Oh? How so?"

"By trying the card game I invented. Guaranteed to bring the sexes together. I'm gonna sell it to *Wizards of the Coast* and make us rich."

She eyed me warily. "What is it?"

"*Strip Magic*. First, you unbuckle your—"

The *Monopoly* board missed my head by a good two feet. Lucky for me, she throws like a girl.



Rick Swan would like you to know that the preceding is a work of fiction. Oh, mostly. So is his "Lord of Champions" feature on page 36.

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